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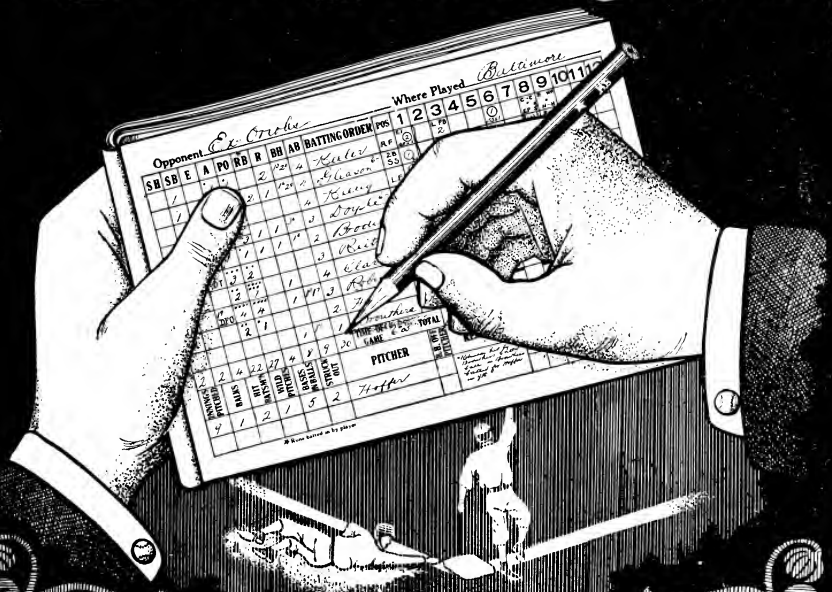
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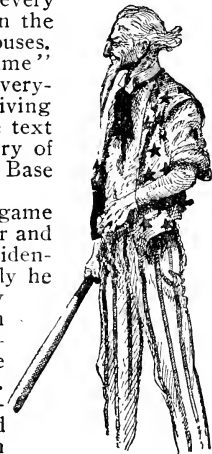
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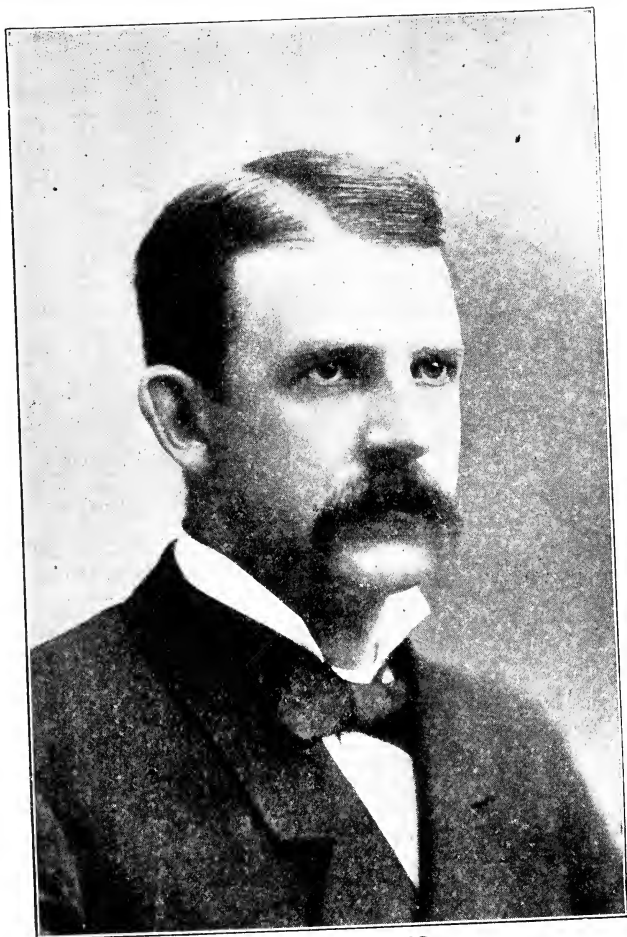
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A Practical Textbook for Scorers of
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BY

J. M. CUMMINGS

Late Editor of The Sporting News, for Fourteen Years
Sporting Editor of The Baltimore News, Official
Scorer of the Baltimore Base Ball Club for
Seven Seasons, Member of the Base
Ball Writers' Association



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PREFACE

For many years base ball has felt the need of more uniform scoring by the hundreds of official scorers attached to the clubs of "organized" base ball scattered throughout the country.

The scoring rules, as promulgated from year to year by the Rules Committee of the major leagues, while ample for the expert's guidance, leave too much to be interpreted by the beginner. Dropping from consideration the beginner's inexperience and his inability to obtain more definite written instruction on many obscure details of his art, from the mere standpoint of "many men, many minds," the result has been that even so-called "correct" scoring has shown a great range of latitude, according as the scorer has interpreted the instructions at his disposal strictly, liberally, or has endeavored to maintain the happy mean between the two styles.

The consequence has been that one of the main objects for which scoring is designed—to show the comparative ability of players throughout a season—has been largely defeated because all scorers have not acted in unison, forming their opinions from some fixed, acknowledged standard.

It is with a view of not only instructing the novice in the general principles of scoring, but of offering for the acceptance of the expert this long-needed standard, by which alone can the records be made uniformly of their highest value, that this work has been undertaken.

GLOSSARY OF INITIALS USED BY SCORERS

- A. *Assists* made by player while fielding his position.
- A. B. Times player has been *At Bat*.
- B. B. *Bases on Balls*. Used in denoting number received by player while at bat, or to denote number allowed opponents by pitcher.
- B. H. *Safe Hits* made by player while at bat, including singles, doubles, triples and home runs, each recorded as one B. H.
- Bk. *Balks* made by pitcher.
- E. *Errors* made by player while fielding his position.
- E. B. *Extra Bases* made on hits by player while at bat, computed as one for doubles, two for triples and three for home runs.
- E. I. G. *Extra Inning Games* pitched by pitcher.
- F. Number of games pitcher *Finished* as substitute for preceding pitcher.
- G. *Games Played*.
- H. Same as B. H.
- H. B. Number of batsmen *Hit By Pitcher* while pitching.
- H. B. O. Number of *Hits By Opponents* made off pitcher while pitching.
- H. R. Number of *Home Runs* made by player while batsman.
- I. P. Number of *Innings Pitched* by pitcher while officiating at pitcher's slab.
- L. Number of games *Lost* by pitcher, for which he has been charged.
- P. B. *Passed Balls* allowed by catcher while fielding his position.
- Pct. *Percentage*.
- P. O. *Put-Outs* made by player while fielding his position.
- R. *Runs Scored*.
- R. O. *Runs Scored On* a pitcher during innings he has officiated at pitcher's slab.

- S. B. *Stolen Bases* credited to base runner.
- S. F. *Sacrifice Flies* credited to player while batsman.
- S. H. *Sacrifice Hits* credited to player while batsman.
- S. O. *Struck Out*. Used in denoting either number of times player has been struck out while batsman, or to denote number of strike outs credited to pitcher while officiating at pitcher's slab.
- T. Number of games *Tied*, generally used in connection with pitchers' records.
- T. B. Number of *Total Bases* gained by player as batsman, found by adding bases gained on singles, doubles, triples and home runs.
- T. C. *Total Chances* offered player while fielding his position.
- T. O. Games pitcher has partially pitched, from which he was *Taken Out* to allow the substitution of another pitcher.
- W. Number of games *Won* by pitcher, with which he has been credited.
- W. P. *Wild Pitches* charged against pitcher during innings he has officiated at pitcher's slab.
- 2B. *Two-base Hits* made by player while batsman.
- 3B. *Three-base Hits* made by player while batsman.

THE ART OF SCORING

As there are umpires and umpires, so there are scorers and scorers. As the work of each of these important officials connected with base ball games depends, to a large extent, upon the correctness of individual eyesight and the resultant individual deductions, it may be expected that some criticism will ensue from self-appointed umpires and scorers.

The scorer, however, can congratulate himself upon having the easier task. The umpire must form his judgment in the twinkling of an eye "all standing" and that judgment, for weal or woe, must be irrevocable. The scorer can allow himself more time to form his opinion but, once formed, it should be as irrevocable as the decision of the umpire.

The umpire must maintain a clear head and composed demeanor, knowing that he is at all times the instant target, verbally and physically, for players and spectators, should his decisions fail to please all concerned. The scorer is safely and comfortably seated at a point of vantage generally removed from both players and spectators, further hedged about by the comfortable feeling that what he is doing is neither known nor deemed of any particular consequence at the time by either body of voluntary critics.

The umpire who has the hardihood to attempt his duties without a complete mastery of the rules of base ball, only invites martyrdom. The scorer, either in ignorance or from lack of the proper spirit, all too often makes the same attempt and—more's the pity—comes out unscathed, to repeat the imposition at his convenience.

The scorer is not "a necessary evil." His position is one of great importance and great honor. He should bring to it a sense of responsibility and the determination to perform his duties conscientiously and with painstaking care.

Now what requisites are essential in order to be able to score a game correctly and creditably?

The would-be scorer must thoroughly know the rules of base ball from Rule 1 to Section 17 of Rule 86.

The would-be scorer must thoroughly comprehend the general principles upon which scoring is based.

The would-be scorer must determine to know no player, to know no team while discharging his duties, but to perform his duties as impartially as though the

players were inanimate objects he had never before seen and he never expected to see again. All thought of fear or favor should be strictly eliminated from his mind.

The would-be scorer should determine to concentrate his attention on the movements of the ball from the time of the original command to play ball until the last hand is out in the last inning. Eternal vigilance is one of the prices of efficient scoring.

The would-be scorer should never allow himself to be put in the position of financially benefiting by the victory or defeat of either team, or by the record of any individual engaged in the game.

Why should the scorer deem it necessary to be posted on all the rules of the game instead of on the scoring rules merely?

Because he cannot expect either to fulfill, or even to comprehend his duties fully unless he has that broad familiarity with all details spread before him. Indeed, there are times when the scorer will be manifestly at sea unless he has the knowledge that will explain movements or results which, without that knowledge, would make that portion of the score sheet either a blank or ridiculous.

To illustrate: The scorer sees a runner advance a base, apparently with full knowledge of his opponents, but with no move to restrain him. Unless the scorer is cognizant of the fact that the slight illegal motion the pitcher has made is a balk and that the penalty for committing a balk is the advancement of every runner on bases, he will be at a loss to account for the base each runner has so gained.

Again, the scorer may see a pop fly fall untouched to the ground and bound away so that runners on bases safely advance and the batsman reaches first base in apparent safety. He will not understand why the umpire waves the batsman back to the bench, even though he allows the runners to retain their advanced bases, unless he is aware of the technical infield fly and just what can and cannot be legally done by base runners under such conditions.

The scorer may find that two runners will endeavor to occupy one base at the same time and will note that the fielder, to "make assurance doubly sure" will invariably touch both runners. If the play happens to make the third out, causing sides to change immediately, how will he know which base runner is to be recorded as the third out, unless he is aware of the fact that the farther advanced runner was legally entitled to the base and that the man who "came up from behind" was the one actually put out?

Instances of this sort might be multiplied to prove that no scorer can hope to be really capable unless he knows and knows thoroughly all the rules of the game he is endeavoring to record.

Having mastered the general rules of base ball, it is a self-evident truth that the scorer should familiarize himself with the specific rules of scoring. The best that can be said of the scoring rules as supplied by the regular code is that they offer a most excellent foundation for the superstructure the scorer is left to build.

The chief trouble for years has been that the scorers over the country have shown entirely too varied ideas of architecture in rearing these superstructures. Appoint two men to score the same game and separate them so that there can be no consultation until play is over, then compare the finished product. It is entirely possible to find that one has reared a stately edifice, while the other presents a log cabin. The idea of the two men differed as to architecture.

While there will always be found a case or two at times that admit of an honest and intelligent divergence of opinion in these two features that must be so largely left to individual opinion—a base hit and an error and in crediting one of the two or more pitchers with a victory or of charging one of two or more pitchers with a loss—there can be no excuse for a difference in any other feature if the rules that govern scoring are thoroughly known and understood.

It is with the hope of establishing underlying principles that will simplify the task of discriminating between the base hit and the error and will aid in determining the winning and losing pitcher, thus minimizing the tendency to a divergence of opinion, that this volume has been conceived. As a further means to the same end, the various features which enter into the scorer's work—matters of routine, they may be termed, about which there can be no difference of individual opinion—will be explained and enlarged upon. If these principles and explanations are carefully absorbed and put into practice, scoring over the entire country should become as nearly uniform as is possible for human agency to accomplish—the end toward which scoring has vainly striven for lo! these many years.

It should also be self-evident that the scorer cannot faithfully perform his duties if he allows sentiment or partiality to influence his work in the slightest degree. As a man, actuated by all the emotions upon which base ball depends so largely for its popularity, he must necessarily have his team preference. But when he occupies the scorer's seat, he must forget it. As a man whose daily duties very probably entail a more or less intimate acquaintance with each player on one or both teams, he may be

expected to have his private likes or dislikes. But as soon as the game begins, he must lay them aside. He must bend neither forward, in the endeavor to favor the team with which his sentiments are supposed to lie, or the player with whom he is more friendly, nor must he bend backward in endeavoring to prove that he is affected neither by expected proclivities nor by friendship.

He must stand straight up before God and man, faithfully recording results as his eyes see them, his judgment dictates and his conscience approves. The scorer can vastly better afford to suspect that he may have an incorrect eye, or bad judgment, or both, than a bad conscience. In the last-named alternative he will soon realize that he has lost both his own self-respect and the respect he should claim from others. A bad eye or bad judgment, with undoubted honesty of purpose, will be condoned in the expectation that practice will make more perfect, but the scorer who will give the slightest ground for suspicion that he has perverted the records from motives of self-interest, friendship, or malice—whether studiously or merely from a careless general desire to be known as “a good fellow,” puts himself “beyond the pale.” Let the first, middle and last word of the scorer’s platform be Honesty.

The accuracy of the scorer depends upon his attention to the things it is his duty to record. This may seem a simple matter to carry out, but even the experienced scorer finds that it is not as easy as it may appear. Watch closely even the least intricate plays and record promptly. It seems almost ridiculous to assert that a scorer will occasionally imagine that the centre fielder, for instance, has made a fly catch when the actual fact is that the left fielder is entitled to the put out, yet such instances are not rare.

The scorer is even more prone, at times, to credit the second baseman with the shortstop’s chances, or to fail to note that some fielder has run far from his regular station, inveigling the careless scorer into recording the play as having been made by the fielder whom he would naturally expect to be at or near the place where the ball was handled.

Again, in hurried relayed throws, or in cases of a more or less lengthy run-down of a base runner between bases, both concentrated attention and prompt action on the part of the scorer are essential. Once the play is over, unless the scorer has it either correctly photographed upon his brain or recorded temporarily or permanently, he is hopelessly at sea. His only recourse is to depend upon others for information—at once uncertain and humiliating, as an open announcement of the scorer’s inefficiency. An excellent plan will be to jot down on the most convenient white surface, such plays as are complicated, at the moment each

fielder receives the ball, making sure that the proper player is recorded by keeping eyes intelligently fixed upon them, rather than upon the memorandum.

The centre fielder, for instance, may relay a long hit to the right fielder, who in turn throws to the pitcher, who tosses to the catcher, putting out the runner at the plate. Having noted the white surface while the centre fielder is "chasing" the hit, it requires no further glance at it to jot down as each player receives the ball 8-9-1-2.

Even more necessary is such a plan when an extensive run-down occurs between bases. As many as five or six players may handle the ball and the only way to reduce danger of error of record to a minimum, is not to rely on memory, but to keep both eyes fastened on the flight of the ball, while the hand jots down the number of each player as the ball is received by him. After the play is completed, duplicates may be eliminated and the play put in proper shape for permanent record.

But while it is essential for the scorer to keep his eyes on the ball during play, there are occasions when it is as essential for him to observe other things. At the beginning of each half-inning the scorer should glance at every fielder to be sure that no changes in either personnel or in position have been made, or, if such have been made, to properly harmonize his score book. As each batter takes his place at the plate, the scorer should satisfy himself that the proper man is "up" and that no substitute batter has been introduced. While the general rules of base ball provide that the umpire shall announce all such changes, the scorer should make it his unfailing rule to depend upon himself first—and others not at all, or at least when possible to avoid it.

It should hardly be necessary to speak further upon the last rule laid down for the guidance of scorers—that they should not allow themselves under any circumstances to be put in the position of financially benefiting by the victory or defeat of either team. The great pride of base ball and the great hold it has upon the affections of the public are due in no small measure to the absolute honesty of the game and of those connected with it. The scorer—especially the official scorer—may be approached at times by parties especially interested in a certain player's record, dependent upon the number of hits he amasses. • This approach may be boldly, in the nature of a bribe, or it may be in the more insidious form of a bet offered by a party supposed to be disinterested—a bet offered with a view of losing and having the scorer's aid, if necessary, in making him lose. Advice to scorers placed in such a situation is to shun it all. No honest scorer can afford to be mixed up in such things.

THE SCORING RULES

The general base ball code contains the following :

THE SCORING RULES.

RULE 84. To promote uniformity in scoring championship games the following instructions are given and suggestions and definitions made for the guidance of scorers, and they are required to make all scores in accordance therewith.

The Batsman's Record.

RULE 85. SECTION 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during the game, but the exceptions made in Rule 82 must not be included.

SEC. 2. In the second column shall be set down the runs, if any, made by each player.

SEC. 3. In the third column shall be placed the first base hits, if any, made by each player.

The Scoring of Base Hits.

SEC. 4. A base hit shall be scored in the following cases:

When the ball from the bat strikes the ground on or within the foul lines and out of the reach of the fielders.

When a fair-hit ball is partially or wholly stopped by a fielder in motion, but such player can not recover himself in time to field the ball to first before the striker reaches that base or to force out another base runner.

When the ball be hit with such force to an infielder or pitcher that he can not handle it in time to put out the batsman or force out a base runner. In a case of doubt over this class of hits, a base hit should be scored and the fielder exempted from the charge of an error.

When the ball is hit so slowly toward a fielder that he cannot handle it in time to put out the batsman or force out a base runner.

In all cases where a base runner is retired by being hit by a batted ball, unless batted by himself, the batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the umpire, as defined in Rule 53, Section 6.

In no case shall a base hit be scored when a base runner is forced out by the play.

Sacrifice Hits.

SEC. 5. Sacrifice hits shall be placed in the Summary.

A sacrifice hit shall be credited to the batsman who when no one is out or when but one man is out, advances a runner a base by a bunt hit, which results in the batsman being put out before reaching first, or would so result if it were handled without error.

A sacrifice hit shall also be credited to a batsman who, when no one is out or when but one man is out, hits a fly ball that is caught but results in a run being scored, or would in the judgment of the scorer so result if caught.

Fielding Records.

SEC. 6. The number of opponents, if any, put out by each player shall be set down in the fourth column. Where the batsman is given out by the umpire for a foul strike, or fails to bat in proper order, or is declared out on third bunt strike, the put-out shall be scored to the catcher. In cases of the base runner being declared "out" for interference, running out of line, or on an infield fly, the "out" should be credited to the player who would have made the play but for the action of the base runner or the announcement of the umpire.

SEC. 7. The number of times, if any, each player assists in putting out an opponent shall be set down in the fifth column. An assist should be given to each player who handles the ball in aiding in a run-out or any other play of the kind, even though he complete the play by making the put-out.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who could complete the play fail, through no fault of the assisting player.

And generally an assist should be given to each player who handles or assists in any manner in handling the ball from the time it leaves the bat until it reaches the player who makes the put-out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a way that a put-out results, or would result if no error were made by a team-mate.

Assists should be credited to every player who handles the ball in the play which results in a base runner being called "out" for interference or for running out of line.

A double play shall mean any two continuous put-outs

that take place between the time the ball leaves the pitcher's hands until it is returned to him again standing in the pitcher's box.

Errors.

SEC. 8. An error shall be given in the sixth column for each misplay which prolongs the time at bat of the batsman or allows a base runner to make one or more bases when perfect play would have insured his being put out. But a base on balls, a base awarded to a batsman by being struck by a pitched ball, a balk, a passed ball or wild pitch shall not be included in the sixth column.

An error shall not be charged against the catcher for a wild throw in an attempt to prevent a stolen base, unless the base runner advance an extra base because of the error.

An error shall not be scored against the catcher or an infielder who attempts to complete a double play, unless the throw be so wild that an additional base be gained.

In case a base runner advance a base through the failure of a baseman to stop or try to stop a ball accurately thrown to his base the latter shall be charged with an error and not the player who made such throw, provided there was occasion for it. If such throw be made to second base the scorer shall determine whether the second baseman or shortstop shall be charged with an error.

In event of a fielder dropping a fly but recovering the ball in time to force a runner at another base, he shall be exempted from an error, the play being scored as a "force-out."

Stolen Bases.

SEC. 9. A stolen base shall be credited to the base runner whenever he advances a base unaided by a base hit, a put-out, a fielding or a battery error, subject to the following exceptions:

In event of a double or triple steal being attempted, where either runner is thrown out, the other or others shall not be credited with a stolen base.

In event of a base runner being touched out after sliding over a base, he shall not be regarded as having stolen the base in question.

In event of a base runner making his start to steal a base prior to a battery error, he shall be credited with a stolen base.

In event of a palpable muff of a ball thrown by the catcher, when the base runner is clearly blocked, the infielder making the muff shall be charged with an error and the base runner shall not be credited with a stolen base.

Definition of Wild Pitch and Passed Ball.

SEC. 10. A wild pitch is a legally delivered ball, so high, low or wide of the plate that the catcher cannot or does not stop and control it with ordinary effort, and as a result the batsman, who becomes a base runner on such pitched ball, reaches first base or a base runner advances.

A passed ball is a legally delivered ball that the catcher should hold or control with ordinary effort, but his failure to do so enables the batsman, who becomes a base runner on such pitched ball, to reach first base or a base runner to advance.

The Summary.

The Summary shall contain:

RULE 86. SECTION 1. The score made in each inning of the game and the total runs of each side in the game.

SEC. 2. The number of stolen bases, if any, by each player.

SEC. 3. The number of sacrifice hits, if any, made by each player.

SEC. 4. The number of sacrifice flies, if any, made by each player.

SEC. 5. The number of two-base hits, if any, made by each player.

SEC. 6. The number of three-base hits, if any, made by each player.

SEC. 7. The number of home runs, if any, made by each player.

SEC. 8. The number of double and triple plays, if any, made by each club and the players participating in same.

SEC. 9. The number of innings each pitcher pitched in.

SEC. 10. The number of base hits, if any, made off each pitcher and the number legal at bats scored against each pitcher.

SEC. 11. The number of times, if any, the pitcher strikes out the opposing batsmen.

SEC. 12. The number of times, if any, the pitcher gives bases on balls.

SEC. 13. The number of wild pitches, if any, charged against the pitcher.

SEC. 14. The number of times, if any, the pitcher hits a batsman with a pitched ball, the name or names of the batsman or batsmen so hit to be given.

SEC. 15. The number of passed balls by each catcher.

SEC. 16. The time of the game.

SEC. 17. The name of the umpire or umpires.

BASE-HIT vs. ERROR

Perhaps the most intricate thing the scorer will be required to do is to determine whether, when the batsman hits a fair ball, he should be credited with a base-hit or the fielder who fails to put out the batsman should be charged with an error. Certain it is that this feature of scoring calls for all the intelligent judgment, the experience and the impartiality the scorer can bring to bear, for this is the question of all scoring.

Let what has already been said in this connection be reiterated, for it cannot be held in too great importance: Know no man, no team. Judge the facts at your disposal and, having decided conscientiously, stick to that decision though the heavens fall. Only one base ball criminal can be put in the same category with the umpire who allows himself either to be bullied or wheedled into changing a decision once given—the scorer who follows the example.

There may come times when the scorer later half or perhaps wholly believes that he is wrong, but the knowledge that what he has done is irrevocable will lead the conscientious scorer to a greater determination to be right in the first place. If he ever allows himself to feel that a wrong can be undone by a stroke of the pen, he will insensibly allow himself to make his original entries carelessly and, more than likely, get in the habit ultimately of depending upon a revision dictated by the players or club officials most interested.

What is the proper distinction between the base-hit and the error? Generally speaking, the base-hit is the result of the batsman, either voluntarily or involuntarily, hitting the ball to such portion of fair territory that it cannot be caught on the fly and he is enabled to reach first base before the ball is fielded there or before any runner already on a base when the ball is hit, can be forced out at an advanced base.

As generally speaking, an error is made when the batsman is allowed to reach first base, or a runner already on a base when the ball was hit is allowed to reach an advanced base by reason of a mechanical failure on the part of any fielder who might reasonably have been expected to make or assist in making an out on the ball hit by the batsman.

There are other base-hits and other errors, but of them a later discussion will be in order. For the present only base-hits and

errors arising from the batsman hitting the ball will be considered.

In endeavoring to fairly and intelligently discriminate between the base-hit and the error, never for an instant be influenced by that favorite fallacy of the ignorant, that if a fielder "gets his hands on" the ball, he should be given an error and the batter deprived of a base-hit he may have reasonably earned. No greater mistake could be made than in allowing this false doctrine to influence results. Watch the ball from the moment it leaves the bat and be governed by common sense, impartially applied.

If the ball proceeds along the ground in fair territory and remains fair under the rules, with no fielder getting near enough to it to handle it before the batsman reaches first, no question arises that it is a safe hit. So far, so good; but suppose the ball travels so close to some infielder that he makes a dive for it, reaching it with his hand, but only with the result of slowing or stopping the progress of the ball, without allowing even the chance of a throw to make the put-out. Credit the batsman with a base hit.

The reason for this line of action is plain. All concerned in base ball should aid in every legitimate way the tendency to brilliant fielding. The moment a fielder becomes convinced that the scorer in whose keeping his record lies is adding permanent handicap to brilliant play, just so soon will he decline to take chances other than those he believes he is sure of handling. He will look after the hit driven directly in his way, but he will make no effort to accomplish the near-impossible. The effect of any such determination upon the part of the fielder on the game will be immediately apparent. The phenomenal bits of fielding that set the blood of spectators tingling, become dead letters and the final issue of many a game will either be reversed or so warped as to make it unrecognizable from the result obtained from fielding unhampered by such scoring injustice.

The same rule applies to outfielders to whom flies are sent. If an outfielder drops a ball for which he has had ample time to "set himself," charge him with an error. But if he has had a long run and has barely managed to reach the ball, even should he get it wholly within his hands and yet drop it, give the batter credit for a base-hit.

But the application of common sense principles should not be limited to balls hit just out of easy fielding distance of in or outfielders. The ball may travel at a moderate rate of speed directly at an infielder planted to receive it, when it may suddenly strike a pebble or some inequality of the turf and be deflected so that no human eye nor pair of hands could make the requisite changes quickly enough to insure perfect handling. Give the batsman a

base-hit. It is a "lucky" hit, but there is no reason why he should be deprived of the advantage or the fielder penalized for an incident beyond human control.

Another variety of doubtful hits that often cause scorers trouble, is the slow hit ball, resulting from either the bunt or the scratch. Until a few years ago, when defensive work against the bunt reached such a degree of excellence as to cause a decided shrinkage in the number of bunts attempted, good scorers of the liberal school rightly made practically every bunt a base-hit when the batter reached first, despite fumbles or bad throws. They took this course because the bunt and the scratch are the kind of hits that invariably call for more than the ordinary fielding skill. That the same scorers are less liberal in allowing base-hits at the present time on exactly the same kind of chances is not because they are any less hard to handle now than then, but rather because long study and practice of the defensive have caused a higher standard to be reasonably expected on the part of the fielders. It can still be laid down as a general rule, however, that the fielder is entitled to a greater leniency on bunts and on slow scratches than on almost any other kind of quasi-hit. It is safe to credit the batsman with a base-hit on every bunt or scratch on which he reaches first base and an advanced runner is not put out (except a palpable fielder's choice) even though a fumble or a poor throw is made by the fielder handling the ball, unless the ball is rolled directly at the fielder in such a way as to make a failure to handle it palpably poor play upon the part of the fielder.

Take into consideration the speed with which the fielder must recognize the character of the chance and must advance to meet the ball, and the necessity on his part for exceptionally speedy mechanical work with a ball that is likely spinning, twisting and jumping in all sorts of inconceivable ways and the reason for taking the liberal stand advised becomes apparent.

Scorers should adopt this general rule in distinguishing between all base-hits and errors: When a fair batted ball might reasonably be expected to result in an out and does not so result because of imperfect play, charge the fielder to whom the imperfect handling can be attributed with an error. But should a fair ball be hit in such a way as to cause manifestly phenomenal work necessary on the part of the fielder in order to make or assist in making an out, even though he may touch the ball or make a poor throw, give the batsman a base-hit.

As important as the foregoing is the advice to scorers to give the batsman the benefit of any legitimate doubt arising. Score him a base-hit in preference to charging the fielder an error.

The fielder should not be penalized for not doing what he should not justly be expected to do. If he knows that he will be,

he will soon learn to not even make the try that will place his record—his chief stock in trade—in jeopardy. Free of fear of unjust penalty in case he tries and does not succeed, he will take every chance to make phenomenal play, amply repaid when he manages to pull it off successfully, by the plaudits of the spectators.

But there are other base-hits and other errors besides those originating as heretofore described. If, for instance, a batted fair ball hits any base runner, the ball becomes dead, the base runner is automatically declared out and the batter is entitled to first base unless the runner hit makes the third out. And the batsman is always entitled to a technical base-hit unless he is hit by his own batted ball. So also, if the batted ball hits the person or clothing of an umpire upon fair ground, the batter is allowed to take first base and is also credited with a base-hit.

In the matter of errors, up to this point only such as might arise from batted balls have been considered. It must be remembered that the scorer's duty is to account for every base each player of the side at bat advances and there are only two ways of accounting—by a credit for successful aggressive work or by charge for unsuccessful defensive work.

But not alone do errors arise from the failure of in or out-fielders to catch batted flies or to stop perfectly rolling ground hits. In fielding ground balls it is generally necessary for infielders and sometimes for outfielders to complete their work by making a perfect throw and for the receiving fielder to make a perfect catch. Should a base be gained by a batter or by a base runner because of failure to throw perfectly, or failure to catch the throw perfectly, charge an error against the player at fault. Great care should be taken in detecting which of two or more fielders engaged in a play of this kind is at fault. Nothing is so aggravating to a fielder as the knowledge that he has been saddled with another player's sins.

If an infielder stops and grasps a batted ball perfectly and has a reasonable amount of time in which to make his throw to catch a runner, but throws too low, or too high, or so far to either side as to cause the receiving fielder to miss the play, charge the player who threw the ball an error. If, however, the throw is considered sufficiently perfect for the receiving fielder to have handled the ball in such a way as to have made the out, charge the player to whom the ball is thrown an error.

Eternal vigilance is necessary on the part of the scorer if he is to determine accurately which fielder is to blame. He must be sure that he has made no mistake and he cannot be sure unless he has every move of the play indelibly photographed upon his mind.

Outfielders are more exempt from errors of this sort than the inner ranks, but it is not unusual for them to come under the ban. It frequently happens that an outfielder, after making a fly catch or stopping a ground ball, is required to throw to the plate, or to one of the bases in order to prevent a runner or runners from advancing farther than could be legitimately expected.

In this connection it may be remarked that a runner is frequently expected to advance a base on "the throw-in"—a fact which scorers should recognize in order not to confuse the base so acquired with the base-hit or the error. Let us suppose, for instance, that with a runner on second, the batter makes a clean hit to an outfielder. Should the outfielder throw to the plate to prevent the runner on second from proceeding farther than third, it is likely that the batsman will continue to second base. The scorer must not confuse this state of affairs with a two-base hit. The batsman is probably entitled to a single only and he is considered as having reached second "on the throw-in."

Returning to the liability of the outfielder to error under such conditions, should his throw be stopped and held by the catcher, or by any other fielder to whom the throw has been made, well and good. But should the throw bound over the receiving fielder's head or prove too wide or too imperfect from any standpoint for the receiving fielder to be reasonably supposed to stop the ball, allowing any of the runners on bases to take one or more additional bases, the outfielder must be charged with an error. Indeed, the tendency is to give the receiving fielder the benefit of any doubt that may be felt, for the reason possibly that there is vastly more occasion for the infielders, catcher and pitcher to make errors than for any outfielder and that when the opportunity presents, the inner ranks should receive the leniency.

The general rule may be followed that one base may be allowed a runner on a throw-in if the indications are that he has advanced with the idea of utilizing the chance offered by the throw-in, but any extra base should be charged as an error against the outfielder unless the receiver of the throw-in was palpably at fault.

A type of error that has been giving the inexperienced scorer trouble of late years is that charged against the catcher or other fielder who perchance drops a foul fly he might reasonably be supposed to have caught. If the foul was dropped after a hard run, or there is any doubt about the reasonableness of expecting the catch, disregard the incident. It is not an error then or at any time thereafter. If the ball should have been caught, recognize the fact that the catcher or other player who failed to make the catch must be charged with an error at once.

The reason for the too widespread misunderstanding on the subject is found in the fact that until 1904 no error was charged

under such conditions unless the batsman eventually reached first base. But beginning with the year mentioned, whether the batsman reached first or did not, has had nothing to do with charging the error. Remember then, that any foul fly that should be caught and is not, compels an error charged against the offending fielder. The rule previous to 1904 read as follows:

An error shall be given * * * for each misplay which allows a striker or base runner to make one or more bases when perfect play would have insured his being put out, etc.

With such instructions, it can readily be seen that no error could be charged for a dropped foul unless the batter eventually reached first base, for had he not reached first base, the original failure to put him out cost nothing, while the fact that he did reach first base eventually was alone considered a palpable something due to the further opportunity allowed by the failure to make the out offered by the foul fly.

But in 1904 the rule was changed to read as follows:

An error shall be given * * * for each misplay which prolongs the time at bat of the batsman or allows a base runner to make one or more bases when perfect play would have insured his being put out.

Note the difference made by the words "prolongs the time at bat of the batsman." Failure to catch a foul fly that should be caught, undoubtedly "prolongs the time of the batsman at bat" and the error follows instantly.

As important is the knowledge when not to charge errors. The wild pitch and the passed ball are not classed with the ordinary error. They are errors none the less, as are also the base on balls, the hit-by-pitcher and the balk, but all of these are regarded as "battery errors" and have no place with the ordinary fielding error. They each have a place of their own, which will be discussed elsewhere.

Neither are errors of omission taken into cognizance except in certain specific instances. The error charged in black and white is supposed to indicate only a mechanical failure of palpable attempts that should have been successful. The most familiar type of errors of omission is found in the misjudgment of flies by outfielders, occasionally by infielders also and the misunderstandings arising over who shall take a fly ball among in or outfielders, resulting in the ball dropping uncaught between the fielders involved. In all such cases it is customary to give the batsman a base-hit—for as many bases as he safely makes on that particular hit. The same rule applies on infield hits—usually bunts or scratches—when two or more infielders get mixed as to which shall field the ball, with the result that it is not fielded at all or, if fielded, it is found that no fielder is at first base to whom the

ball may be thrown to make the out. In all such cases also, credit the batsman with a base-hit.

The exception that recognizes an error of omission and provides the penalty of an error, is in the case of a fielder throwing to base in perfect form, but the advance of a base runner is not checked because of failure of the proper fielder to cover his position—provided there was occasion to make the throw. In such cases the error is charged against the fielder who should have been in position to receive the throw and was not. In case the throw is directed toward second base, it is the scorer's duty to determine whether the shortstop or the second baseman should have been on hand to receive the ball and the error shall be charged against the one of the two he decrees.

No error shall be charged against the catcher who fails to prevent a runner from stealing any base, even though the throw may not prove perfect, unless the runner is enabled by reason of the poor throw to advance beyond the base he stole. The reason for this prohibition is that all such throws are made with great rapidity, allowing practically no time for steadying the eye or the hand. If the catchers were to fear the additional handicap of an error charged for every failure to make an absolutely perfect throw, they would soon cease to take many a chance which now results in their favor.

The same reason may be advanced for the prohibition against charging an error to the account of a fielder who fails to complete a double play by reason of an imperfect throw, unless an additional base or more is the result of the throw. Plays of this kind must necessarily be attempted with great rapidity, which offers sufficient handicap.

Just one other prohibition must be taken into consideration. A fielder—in or out—may drop a fly ball, or an infielder may fumble a ground ball in such a manner as to compel the charge of an error were that play alone to be taken into consideration. But if circumstances admit of the offender's recovery of the ball in time to force out or assist in the force out of some other runner, no error shall be charged for the original offense.

The scorer must recognize that it is possible for both a safe hit and an error to result on the same play. The batter may reach first on a hit that should be credited to him as a safe hit, but the infielder who handles the ball may elect to take a forlorn hope and throw in the endeavor to put him out. Should the throw go wild, allowing the runner to advance one or more additional bases, a safe hit and an error is the proper scoring method. The hit may go to the outfield and the outfielder handling the ball may fumble, he may let the ball "go through him," or may make a bad throw-in. Credit a safe hit to the batsman for as many bases as

he would have made on the hit had it been handled perfectly and charge the offending outfielder an error for the additional bases the batsman gains.

The only other thing necessary to call to the scorer's attention in this connection is the proper differentiation between the throw-in as directed at the batter and as directed at a runner farther advanced, in determining the length of the batsman's safe hit. The batsman hits to the outfield and reaches first base, going on to second because the outfielder throws the ball to the plate, or to third in the effort to put out an advanced runner. The batter is entitled in such instances to a single only, taking second on the throw-in. If, however, he continues to second despite the throw-in of the outfielder to second in the vain endeavor to head him off, or before the outfielder could get the ball there should he elect to throw elsewhere, credit the batsman with a two-base hit. If he reaches third before the ball could be returned to head him off there, the credit must be for a three-base hit, etc.

If the batsman should be fielded out at some advanced base he is endeavoring to make on his hit, care should be taken to give him credit for the full number of bases he made safely on his hit. For instance, if he gets put out at second endeavoring to stretch a single into a double, he must be credited with a single. If he reaches second but gets put out trying to make third, give him credit for a double, etc. The play at the base should be carefully watched, for crediting base-hits differs in this feature from crediting stolen bases. If the runner reaches the bag before being touched and is put out on the far side of the bag through failure to "anchor," he should get full credit for the number of that base and not for the number of the base behind, as is the case when he is put out before he touches the advanced base.

One modification of this rule must be remembered, however. Should a tie game be brought to a close by a hit, that hit can be no longer, technically, than is needed to score the winning run. For instance: Suppose the score is 3 to 3 in the last half of the last inning, with a runner on third base. The batter may hit the ball over the fence for what under ordinary circumstances would have been a home run. The scorer, however, can credit him with only a single, for a single is all that is necessary to score the runner with the run that wins from third base. The game ends the moment that runner crosses the plate and the batter is technically "left" on first base. Had the winning runner been on second base when the hit was made, the batsman would have received credit for a two-bagger. With the runner on first, a three-bagger is credited to the batsman. Only in case no runner precedes him and he is compelled to make the circuit himself to score the winning run can the batsman get credit for a home run.

The principles laid down in the foregoing may be briefly summed up as follows:

CONCERNING BASE HITS.

Credit a base-hit to the batsman in every case when the fielder cannot from any cause be reasonably expected to field the fair batted ball in such a manner as to put out the batter or to force out a preceding runner.

The size of the base-hit credited should be the number of the bag last touched by the runner before being put out, except when the hit drives in the run that ends the game, in which case the size of the hit should be the number of bases gained by the runner scoring the winning run.

Credit a base-hit to the batsman whose fair batted ball hits either a previous base runner or an umpire.

Credit a batter a base-hit when a fielder or fielders fail to make an expected put-out on a fair batted ball because of mental misjudgment instead of mechanical.

Do not credit a base-hit on any fair batted ball upon which the batsman reaches first base if a previous runner has been forced out by the hit.

CONCERNING ERRORS.

Charge the fielder an error who does not make a put out he should reasonably be expected to have made, whether his failure is due to not handling perfectly the fair batted ball or, after handling properly, he does not make a proper throw.

Charge the fielder an error who fails to perfectly receive a throw that he might reasonably be supposed to have taken and which, had he taken, would have resulted in a put-out.

Charge the fielder an error who, either by failure to perfectly throw or to receive any perfectly thrown ball, allows one or more runners to gain one or more bases.

Charge the catcher or other fielder an error immediately upon his failure to catch and hold any foul fly he might reasonably have been expected to catch and to hold.

Do not charge the player an error who makes a perfect throw to a base for the purpose of heading off an advancing runner, if no one is at the base to receive the throw. Charge the error against the fielder whose duty it was to be in position to receive the throw. In case the throw is to second base, the scorer must determine whether to penalize the shortstop or the second baseman.

Do not charge an error against the pitcher who makes a wild pitch, gives a base on balls, makes a balk or hits an opposing batsman or against the catcher who has a passed ball. These are

battery errors and each has its definite, specified place in the tabulated score.

Do not charge an error against a catcher for making a poor throw to a base in the endeavor to prevent a base runner from stealing, unless the base runner is enabled by reason of the poor throw to advance one or more additional bases.

Do not charge an error against any fielder who, by reason of an imperfect throw fails to complete a double play, unless one or more runners are enabled by reason of that imperfect throw, to advance one or more additional bases.

Do not charge an error against a fielder, even though imperfect handling of the ball allows the batsman to reach first safely, if the fielder forces out or assists in forcing out a runner farther advanced.

PROBLEMS.

(Answers to these problems will be found in the appendix.)

(1) Fly to left, with first and third occupied. Runner starts with catch. Left fielder throws to short, who relays home. Throw strikes ground four feet in front of and three feet to left of plate, bounding over catcher's head. Runner would probably have scored in any event, but runner from first goes on to third.

(2) With runner on first, batsman bunts, beating throw to first.

(3) Runner on first. Batter bunts and is thrown out at first by third baseman. Runner on first has advanced to second and, noting that third base is uncovered, keeps on to third. Third baseman and shortstop both endeavor to reach perfect throw to base made by first baseman, but both fail. Had throw been taken, runner would probably have been put out.

(4) Line drive passes over infielder's head, so that by jumping he manages to take off some of the ball's speed with the tips of his fingers. Batter reaches first.

(5) Ground ball batted directly at infielder, who allows it to pass between his feet without touching it, as he fails to stoop low enough.

(6) Batter hits line drive to outfielder, who misjudges at first, but manages by hard run, to get close enough to reach out with gloved hand. Ball hits squarely, but drops.

(7) Batter bunts with runner on first. Catcher fields ball and made motion to throw to second. Does not do so, as he believes runner has beaten any throw that could be made. Catcher turns to throw to first, but for no apparent reason does not, though throw would probably have beaten batsman. All hands are safe.

(8) Batsman makes clean hit to centre, but is put out at second base by centre fielder's throw to second baseman.

(9) Ball thrown by infielder hits ground in front of first baseman and bounds perfectly, but first baseman fails to stop it.

(10) Batsman hits high fly in front of plate. Catcher misjudges and ball drops about four feet in front of him, batter reaching first safely.

(11) Very hard hit ball strikes shins of first baseman and bounds away, batter reaching first safely.

(12) Batsman lays bunt along first base line. Pitcher and catcher collide in trying to field and batsman reaches first safely.

(13) Moderately swift ball batted a little to right of shortstop, who makes no effort to stop ball. Could have been fielded, apparently, had the effort been made.

(14) Pop fly to second baseman results in collision between shortstop and second baseman, causing second baseman to drop ball after having it in his hands.

(15) In a run-down between second and third, runner is apparently about to be touched out when fielder holding ball drops it.

(16) Foul fly hit to catcher, who, though "set" to take the ball, lets it fall through his hands. Batter strikes out on next delivery.

(17) Batsman reaches second base on the fourth ball, which is a wild pitch.

(18) Scratch hit rolls slowly between pitcher and second baseman. Second baseman runs in and endeavors to scoop up ball with one hand, but only succeeds in fumbling. Batsman reaches first safely.

(19) Batted ball hit directly at shortstop takes unexpected bound to left, just as shortstop is about to grasp it. Ball is merely knocked down and batsman reaches first safely.

(20) Long fly to outfielder causes outfielder to reach ball with one hand after hard run, but he fails to hold it.

(21) Fair batted ball is hit so sharply to right field that right fielder is enabled to throw to shortstop to force runner who had been on first, batsman reaching first base safely.

(22) Fly to left fielder is dropped, but left fielder recovers ball in time to throw to third baseman, forcing runner coming up from second.

(23) Fly to outfielder goes clear over outfielder's head, though he could easily have got under ball had he not stood still.

(24) Score tied last half of ninth, runner on second base. Batsman makes clean drive into fair bleachers and completes circuit. What is length of his hit?

(25) Batted ball hits person of runner between second and third, making third out.

(26) Umpire is hit on foot by batted ball before it touches any fielder. Shortstop picks up ball and retires batsman at first.

(27) Fumble by short allowing batsman to reach first base. Runner on second advances to third and is caught by shortstop's throw to third baseman. (a) Before he reaches base. (b) After over-running base.

SACRIFICE HITS AND FLIES

The amateur scorer frequently has difficulty in determining what is and what is not a sacrifice hit or a sacrifice fly. But such difficulty can only arise from his insufficient knowledge or understanding of the underlying principles. The chief thing to be remembered is that nothing but a bunt that advances a runner already on a base can possibly be a sacrifice hit, though all bunts are not necessarily sacrifice hits. And only a fly ball caught, or that should have been caught and was not caught because of error upon the part of the fielder, upon which fly-out or error a runner scores from third base, can be a sacrifice fly.

The code definition of a sacrifice hit limits it to a bunt, made when no one is out or when one is out and which advances a runner a base even though the batsman himself is put out at first base, or would be put out if the ball were handled without error.

The code definition of a sacrifice fly limits it to a fly, made when no one is out or when one is out and which, if caught, results in a run being scored or, in case of an error, would, in the judgment of the scorer, have so resulted had the ball been caught.

The amateur scorer often seeks incorrectly to give a batter credit for a sacrifice hit whenever he hits the ball in any fashion—bunt, full-swing or scratch—and is retired at first but advances a runner. Unconsciously, perhaps, he is reverting to the rules of two decades ago. In 1890 the sacrifice was first defined as any "ground hit or fly which, when but one man was out, advanced a runner a base, though it resulted in putting out the batsman, or would have so resulted if handled without error."

This held until 1894, when the kind of hit entitling the batsman to credit for a sacrifice was limited to a bunt. Then, too, for the first time, was the batsman relieved of the charge of a time at bat when he made a sacrifice hit. The regulations devised then have come down practically unchanged to the present day, with the addition, in 1908, of the sacrifice fly.

The main thing, therefore, for the scorer to remember is that the sacrifice hit must be a bunt and that it must advance a runner without the aid of an error. The batter may or may not be retired at first base—that makes not a particle of difference except from the standpoint of whether the batter may not be rightly entitled to a safe hit instead of a sacrifice. But no scratch

hit, nor any hit resulting from a full swing from the shoulder, can be credited as a sacrifice hit, no matter how many runners may be advanced.

The point lies in the deliberate, plainly apparent effort of the batsman to bunt. The reason for this is that only in the bunt does a batter possibly invite a put-out of himself. In all cases where he swings hard at the ball, he is evidently trying to hit the ball out and if he fails, he has no right to claim the exemption of a time at bat, fixed as the reward of the batter who is willing to sacrifice his own batting record for the sake of aiding in scoring a run.

Some scorers also have the mistaken idea that no sacrifice hit or fly can be credited unless the batsman is actually put out. A little reflection shows the fallacy of the idea, not even taking into consideration the positive command contained in the rules. Why penalize the batsman who has done well his part, because of the error of his opponents?

The discrimination is necessary, however, at the advancing runner's end. If that runner would have been put out at the advanced base but for the error of the opposing fielder, the batsman should not be credited with a sacrifice hit, for he has not fairly earned it. Remember that the law directs that the sacrifice is earned only when the bunt advances a previous runner and that the words: "or would so result if it were handled without error" refers to the batsman reaching first base only and not to the runner reaching his advanced base.

Scorers must be thoroughly conversant with these fine distinctions and carefully watch every play that savors of the sacrifice. For players who fail to get credit in the score for sacrifice hits made, or who are charged a time at bat upon a sacrifice hit or fly, are apt to show some annoyance.

PROBLEMS

(28) On hit-and-run signal batsman bunts, advancing runner from first to second and beating throw to catch him at first.

(29) (a) Runners on third and first when batsman hits long fly to right fielder, who makes fly catch. Runner holds third until catch is made, then scores. (b) In similar case, right fielder allows ball to drop through his hands.

(30) Runners on second and first when batsman bunts to pitcher. Throw to third baseman retires runner advancing from second to third, but runner advances from first to second and batsman is safe at first.

(31) On hit-and-run signal batsman hits ball hard to third baseman and is thrown out at first, runner who had been on first advancing to second.

(32) Runner on second when batsman bunts toward third base. Pitcher fields ball and turns to throw to third, but determines that it is too late to catch runner coming up from second. Turning to throw to first, he finds that it is too late then to catch batsman.

(33) With runner on second batsman hits fly to right field. Runner advances legally to third on the fly-out.

(34) Runner on third, batter hits fly to centre field. Runner is thrown out at plate trying to score.

(35) Runner on third and, on squeeze-play signal, batsman bunts to pitcher and is thrown out at first, runner scoring.

(36) (a) Runner on first when batsman bunts to pitcher. Pitcher throws to shortstop, which forces runner at second. (b) Shortstop drops throw and runner is safe.

(37) Runners on first and second when batsman bunts to first baseman. First baseman deems it too late to catch either runner and batsman has crossed the bag before his throw reaches second baseman, who has covered first.

FIELDER'S CHOICE AND FORCE HIT

To most amateur scorers the Fielder's Choice is a vague something, the mysteries of which they are unable to fathom, while the Force Hit is often confused with the Force. Neither feature should present great difficulties.

The Fielder's Choice is only vague because it is a sort of unwritten feature of scoring. Indeed, it may rightly be classed as the nearest thing to nonentity included in the general scheme of scoring. The scorer should aim to correctly gauge the meaning of the term—that done, its application will be a very simple proposition.

A Fielder's Choice is any occasion upon which a fielder has the choice of two or more plays, either of which should afford a reasonable chance of putting an opponent out. Whether the put-out the fielder elects to make actually results or not, has no effect upon the character of the play. It remains a Fielder's Choice. In practical scoring a Fielder's Choice is entirely disregarded as a matter of record, except when it becomes necessary to indicate how a batter reached first base unaided by a base-hit, a force, an error or a pass.

The Fielder's Choice almost invariably arises from the laudable desire on the part of the fielder to put out a runner farther advanced on the base circuit, even though that chance is recognized as more difficult than the natural one of retiring the batter at first base.

The Fielder's Choice and the Force Hit are closely allied because a Force Hit is always a Fielder's Choice. In other words, where a Fielder's Choice is successful, a Force Hit results and the batter is recorded as having reached first on the Force Hit. When the Fielder's Choice fails, there is necessarily no put-out and the batter must be designated as having reached first on the Fielder's Choice.

The difference between the Force Hit and the Force, should be clearly understood. The Force Hit embraces all cases where the attempt of a batsman results in the put-out of a base runner on any base at the time the batsman hit the ball. The Force is limited to such put-outs as result from the enforced attempt of a base runner to advance.

To illustrate: A runner may be on second base when the batsman hits to the shortstop. A shortstop may have an easy chance

to retire the batsman by the throw to first, but he elects rather the chance to retire the runner who had been on second and is now trying to either reach third or to regain second in safety. The act of the shortstop is a Fielder's Choice. Should his endeavor to put out the runner who was on second prove successful, the batsman is recorded as reaching first on a Force Hit. Should the shortstop's effort prove unsuccessful, the batsman is recorded as having reached first on a Fielder's Choice.

The scorer should be alert in such cases to note whether the batter would surely have been out, with perfect play, had the effort been directed at him. If it is evident that he would have reached first before the ball, or if even reasonable doubt exists, the play ceases to be a Fielder's Choice and, if the runner who had been on second advances or remains safe on second with perfect play directed at him, the batsman must be credited with a safe hit.

Again, let us suppose the runner is on first base when the batsman hits to the shortstop. The shortstop, disregarding the apparently easy play on the batsman, elects to throw to the second baseman to put out the runner going down from first. This also is a Fielder's Choice and it is a Force Hit if successful. But it is even more—a Force, because the runner who had been on first was compelled to make the attempt to reach second base. If the runner is fortunate enough to reach second, even despite perfect play, the batsman is regarded as having reached first on the Fielder's Choice, provided, of course, it is evident that he would have been put out at first had the play been directed at him.

The Fielder's Choice and the Force Hit may arise from any kind of effort made by the batsman—a hard swing, a bunt, a scratch, or even a fly. The manner in which the batsman endeavors to hit the ball has nothing to do with the case. The one principle upon which the Fielder's Choice centers is the election, or choice of the fielder to endeavor to put out a runner farther advanced, when it is apparent that the easier chance would have been to put out the batsman at first base.

Nor has the Fielder's Choice any bearing whatever upon whether the batsman shall be charged with a time at bat. He may, or may not be, governed entirely by the ordinary rules that apply to that feature.

The scorer must also bear in mind that a Force can only originate from a fair batted ball not caught on the fly. Nothing but such fair batted ball and all bases behind occupied can compel or force a runner to relinquish his hold upon a base. If a runner on a base behind advances under any other circumstances, either through ignorance or carelessness, the runner occupying the advanced base is not compelled to vacate that base. In case

two runners endeavor to occupy the same base at the same time, the one farther advanced is the one legally entitled to the base.

PROBLEMS.

(38) Batter hits sharply to second baseman, who is "playing in," as runner is on third base. Second baseman has easy chance to retire batsman, but throws to catcher, runner sliding safely under.

(39) Batsman bunts to first baseman, who throws to shortstop, putting out runner who had been on first base.

(40) Batsman scratches to pitcher, who throws to third baseman, putting out runner coming up from second, first base having been unoccupied when batsman hit ball.

(41) Batsman pops up fly to shortstop with first base alone occupied. Shortstop drops ball, but recovers it and touches second before runner on first can reach bag.

(42) Batsman hits sharply to shortstop, who touches runner going up to third (first base is unoccupied) and throws to first too late to retire batsman.

(43) Batsman hits fly to left fielder, who drops ball, but throws to third in time to retire runner going up from second.

(44) Man on second when batsman attempts to sacrifice by bunting toward third base. Pitcher fields ball but, turning to third, he finds no one covering. Turning next to first, he finds that the batsman has beaten any throw he could make.

(45) Runner on third when batsman hits sharp grounder to pitcher on line between home plate and first base. Pitcher turns to throw to catcher, believing runner on third would endeavor to score, but finds that runner remains at third. Turning to first, he finds batsman safe there.

(46) With bases filled, batsman bunts to second baseman. Force at second or put-out at first very easy, but second baseman throws home to cut off run. Throw to first is too slow and run scores, all others safe also.

PUT-OUTS AND ASSISTS

Crediting the put-outs and assists to which the fielders are entitled will keep the scorer pretty well occupied during the game. One of the simplest duties apparently, the scorer will find that it is easy to go astray unless the watchword "vigilance" is nailed to the mast. In the natural order of sequence, the assists develop first. An assist must be credited to a fielder who touches the ball during a play that finally results in a put-out, or would so result had the ball been perfectly handled to the end of the play.

Attention is called to the use of the word "touches" instead of the word "handles," which appears in the regular code. The accepted definition of the word "handles" in this case has come, by long usage, to be "touches" or "whom the ball touches." Were this not the case, the fielder who is even involuntarily hit, or brushed, or merely touched by the ball would not be given an assist, as has been the custom for many years, should the ball continue to some other fielder's hands and result in the putting out of the batsman or of a base runner.

This is a feature that must not be overlooked by the scorer. To get an assist on a play that results in a put-out or would so result unless error prevented, the fielder does not necessarily have to handle the ball. If he touches the ball, or if the ball touches any part of his anatomy, either voluntarily or involuntarily, he is entitled to an assist. A ball, hard driven from the bat, caroms off of the pitcher's shin before he can either side-step or raise a protecting hand. If the ball is deflected to the second baseman, for instance, who throws to first in time to make the put-out, or even should the second baseman make an imperfect throw, thus allowing the batsman to reach first base safely, the pitcher must be credited with an assist.

Indeed, it is possible, though hardly probable, that a fielder may receive an assist on a fly-out. A fly ball may descend upon a fielder, either into his hands or upon some part of his body and bound off. If some other fielder is near enough to catch the ball before it falls to the ground an assist would have to be given to the first fielder, while the second gets credit for the put-out of a technical fly ball. It is of importance, then, for the scorer to keep in mind that even the involuntary touch of the ball entitles the fielder to an assist if the play is completed.

It is also of the highest importance for the scorer to remember that the play does not have to be successfully completed to

earn an assist. Naturally, the put-out can only be credited when the batsman or a base runner is put out, but the assists may be numerous with never a put-out on the card.

Fully equal in importance is close attention on the part of the scorer, in order that he may be sure he notes every fielder who is entitled to fielding credit as the plays develop during the game.

A put-out should be credited to every fielder who completes a play and sometimes even when he does not complete it, for the reason that the base runner is out automatically under the rules. The tendency is to eliminate the foot-note from the box score. Formerly it was the custom to give no credit for a put-out unless the put-out was actually made by the player to whom credit was given, explaining the shortage in the total number of put-outs required by a note at the bottom of the score. Of late years, however, about the only foot-notes that have survived are those explaining that some base runner has been hit by a batted ball, that a batsman has been declared out for illegally batting the ball, for batting out of turn, or for illegally stepping from one batsman's box to the other as the pitcher is ready to pitch the ball. Bear in mind that whenever it is at all possible, the put-out should be credited in the regular way.

For instance: the batter is automatically out if he should bunt foul after he already has two strikes. The ball is manifestly not fielded, but, as the put-out is classed as a third strike, the pitcher should be credited with a strike-out and the catcher should be given the actual put-out. Credit the put-out to the catcher also in case a batsman bats out of turn.

And right here the scorer may be charged to grasp the full significance of rule No. 51, Section 1, which declares that the batsman is out if he fails to take his position at the bat in the order in which his name appears in the batting list, etc. For convenience sake, let us say that the first batsman on the list is No. 1, the next No. 2, and so on down to No. 9, in regular sequence. No. 5 has just finished his turn at bat and, naturally, No. 6 should come up. But through some misadventure, No. 7 actually steps to the plate. This in itself is not considered an illegal act. No illegality is considered to have been committed until batsman No. 7 has completed his turn at bat—that is, until he has either reached first base or has been put out. Even then the illegality is dependent upon the opposing captain having claimed it of the umpire and demanded the penalty. The penalty is that No. 6 shall be declared out and the ball shall be credited to the catcher, independent of whether No. 7 reached first base or was put out in any way, shape or form. The scorer, under these conditions, should omit everything that has resulted in connection with No. 7's turn at bat and substitute the out of No. 6 by the catcher. This done, No. 7 returns to bat to take his regular turn im-

mediately unless the declared out makes the third of the half, in which case No. 7 is the first batsman up in the next inning.

But an out is not necessarily declared, even though the proper batsman does not take his turn. Should the error be detected at any time before No. 7 has actually completed his turn at bat, No. 6 may be substituted, taking whatever handicap in the way of balls or strikes No. 7 may have had at the moment of exchange. No. 7 may even complete his turn at bat, and no penalty can be inflicted unless the opposing captain demands it before the first ball has been pitched to the next batsman. The features for the scorer to bear in mind regarding a batsman batting out of the proper order are as follows:

Penalty can only be demanded between the time the improper batsman completed his turn at bat and before the pitcher delivers the first ball to the next batsman.

Exchange of the improper batsman for the proper batsman can be made at any time before the improper batsman has completed his turn at bat, the proper batsman taking upon himself the balls and strikes the improper batsman has at the moment the exchange is made.

If the improper batsman has completed his turn at bat and the pitcher has begun to pitch to the next batsman, no penalty can be demanded and the scorer must leave the proper batsman's account blank for that round.

In case of a technical infield fly, the ball may drop to the ground absolutely untouched and yet the batsman will be declared out. Give the put-out to the fielder who, in your judgment, would have caught the fly had the effort been made to do so.

In case of interference that prevents the put-out being made, give the credit in the score to the player who would evidently have made the put-out had the interference not prevented.

An innovation since 1910 is the allowance of an assist and a put-out to the same fielder if, during a run-down, he has handled the ball previous to the actual put-out. Before this explicit declaration in the code, it was considered that the fielder who made the put-out received full credit for his entire performance during the play, no matter how many times he had handled the ball. The rule solons decreed otherwise, however, and if the same views continue to hold, it will not be long before we may expect the logical outcome—orders to credit a fielder with an assist every time he handles a ball during a run-down, even though two or three assists to the same same player result thereby.

The scorer should also have clearly in mind the procedure in a case already touched upon—when a runner, not compelled to advance by a fair batted ball, finds himself upon a base already occupied by a preceding base runner. In such cases the runner who “came up from behind” is the man properly retired. The advanced runner is properly entitled to remain on the base and, when two runners are touched by the fielder under such conditions, the last runner on the bag is the only one out. In case the advance has been compelled by a fair batted ball, however, the man previously occupying the base has been forced off and is retired.

PROBLEMS.

(47) Batted ball hits third baseman on leg, caroms off to shortstop, who throws ball to second baseman in time to force runner endeavoring to advance from first.

(48) Batsman hits to shortstop and runner, trying to advance to third, is caught between bases. Ball is thrown by shortstop to third baseman, to shortstop, to catcher, to second baseman, to third baseman, to pitcher, to shortstop, who makes the put-out.

(49) Batted ball glances off second baseman's hands and strikes runner advancing from first to second. Both runner and batsman reach bases before ball is fielded.

(50) Batsman has two strikes when he bunts foul fly that is caught by third baseman.

(51) Batsman hits to second baseman who is in act of fielding ball as runner advancing from first to second collides, causing second baseman to drop ball.

(52) Batsman hits fly to outfielder, which is dropped. Ball is recovered in time to (a) put out previous runner advancing from first to second, by throw to shortstop. (b) To put out batsman trying to reach second on the hit.

(53) Ball hit to pitcher who has raced with batsman for first base, beating him by narrow margin.

(54) With two strikes, batsman bunts foul along first base line. (a) Ball fielded by first baseman. (b) No effort made to field ball.

(55) Batsman fourth on list comes to bat when it is No. 3's turn. Improper batsman has two strikes and two balls when error is discovered and batsman is replaced by No. 3.

(56) Batsman hits fly to right fielder. Ball is dropped, but recovered in time to make throw to first base that would have put out batsman had first baseman not dropped the throw.

(57) Batsman hits ball that strikes runner advancing from second to third.

(58) Batsman No. 6 on list bats after No. 4, and the mistake is not discovered until batsman No. 7 is taking his turn at bat. No. 6 has made a safe hit and is on second. Demand made that No. 5 shall be declared out.

(59) Runners on first, second and third and none out when batsman pops up a fly over pitcher's slab. Pitcher gives way to first baseman, but neither catches ball and it drops to the ground, no runner advancing, with original runner and batsman both on first base.

(60) Run-down between third and the plate brings following exchange of throws: Shortstop to catcher, to third baseman, to catcher, to pitcher, to first baseman, to third baseman, who drops ball and allows runner to slide back safely to third base. Meanwhile, however, a runner who had been on first, has advanced to second and to third, so that the runner previously there finds the base occupied when the dropping of the ball by the third baseman allows him to return safely. Third baseman recovers the ball and touches both runners while standing upon the base.

TIMES AT BAT

The scorer will find the average player peculiarly sensitive regarding the correctness of his charges for times at bat. While the player is keen enough to demand perfection from others in every matter that concerns himself, in none is he more keen than in the feature of batting record—his "stock in trade," as he is wont to term it. Now the batting record is as much dependent upon the times at bat charged up as upon the number of base hits credited and, unfortunately, the careless scorer is more apt to increase the batsman's number of times at bat than to decrease them—a failing that will bring the wrath of the player upon his head.

It is of great importance, therefore, that the scorer shall clearly understand and keep ever in mind, when making his extensions, just what situations call for an exemption of the batsman from a time at bat. These situations are as follows:

When the batter has—

Received a base on balls.

Been hit by a pitched ball.

Been sent to first because of interference by the catcher.

Made a sacrifice hit.

Made a sacrifice fly.

The list does not include many items, nor is the matter at all complicated. The chief demand upon the scorer in fulfilling this part of his duties correctly, is to "keep his mind upon his number." He must neither forget to keep his record so that the foregoing exceptions will be plainly apparent in each man's box when entitled to them and he must not overlook their presence in making the extensions.

It is because these exemptions are granted that the novice wonders greatly why the batter appearing high up on the team's list may be charged in the box score with perhaps but two times at bat while a batsman lower down in the list may have been up four times, or possibly five times. The explanation is very simple. The batsman higher up on the list has appeared at the plate to take his turn at bat as often as his turn came around in natural sequence, but the result of his efforts while at bat will include one or more features in the exemption list and consequently he is extended as technically at bat fewer times than

another batter, without exemptions, who might have been expected to have been at bat one less time than the batsman higher up on the list.

The reasons for the exemption are fair enough: In the case of a "pass" by a base on balls, being hit by the pitcher, or getting first by reason of the catcher's interference, the batsman has not had a fair chance to earn a base-hit. Consequently there is no justice in making his record appear as if he had that chance. In the case of a sacrifice hit or fly, the batsman has earned the right to exemption by meritorious conduct, as it were. He has voluntarily relinquished his fair chance to make a safe hit, for the general good to the team the advancement of the runner will be and he should not be penalized for doing his duty.

PROBLEMS.

(61) Batsman scratches to third baseman and is out at first, runner on first advancing to second.

(62) Batsman bunts to pitcher who throws to shortstop, forcing runner advancing from first base.

(63) Batsman, on hit-and-run-sign, hits sharply between first and second, but fails to get ball through. Second baseman fields ball to first, retiring batsman, but runner advances from first base to second.

(64) Runner on third base when batsman sends long, but easy fly to left fielder. Left fielder allowed ball to slip through hands, but recovers it in time to throw out at second base, runner forced from first. Runner on third scores and batsman is safe on first.

(65) Batsman bunts to pitcher who throws wild to first base. Runner on second base scores and batsman reaches second safely.

(66) Batsman bunts in front of the plate. Catcher fields ball, throwing to third base in time to retire runner advancing from second. Runner advances from first to second and batsman is safe on first.

(67) With runner on third and one out, batsman bunts on "squeeze-play" signal. Batsman is thrown out at first, runner scoring from third.

(68) Batsman bunts to second baseman, who throws to shortstop at second. Close play results, on which runner advancing from first is declared safe. Batsman is also safe at first.

(69) Batsman bunts to pitcher, who throws to shortstop apparently standing on bag. Shortstop immediately throws to first, putting out batsman. Umpire declares the runner advancing from first base is safe at second, as shortstop did not have his foot on the base when acting as pivot in supposed double play.

(70) Batsman is crowded out of box by catcher as runner endeavors to steal home from third on regular delivery. Umpire awards batsman first base.

(71) Batsman flies to right field, advancing runner from second to third.

SCORING OF RUNS

While the scorer has nothing to do with deciding whether runners who cross the plate under peculiar conditions are allowed to count a run for their side, the scorer must know what the umpire is bound to decide according to the rules or he will be ignorant of the real state of the score. The scorer must bear in mind that no run can score that crosses the plate on or during a play in which the third man is either forced out or put out before reaching first base.

Suppose, by way of illustration, that two are out and a runner is on third base when the batsman hits to the shortstop a ground ball on which the batsman is put out by the throw to first on a very close play. The runner who had been on third, having a better start for the plate than the batsman had for first base, is manifestly across the plate before the shortstop's throw that retired the batsman is in the first baseman's hands. The run, however, cannot count.

Again, should the play have been varied merely by supposing the third out to be a runner forced at second, the runner from third could not count a run, though he may have crossed the plate perceptibly before the throw from second base completed the put-out.

Double plays also sometimes figure when the side is retired thereby. It makes no difference whether the play is merely the one out, a double or even a triple play, if the play retires the side and the runner crosses the plate during it. The run does not count.

But the scorer must use discrimination, for there are numerous situations when the run does count if the runner crosses the plate before the put-out that retires the side is made. For instance: Two are out with runners on third and second when the batsman hits safely to right field. In endeavoring to stretch his hit to a two-bagger, he is put out at second base by the right fielder's throw to the shortstop. The runner from third base undoubtedly scores, while if the runner from second crossed the plate before the ball was "put on" the batsman trying to reach second base that run counts.

Another case in which the run is allowed to count by custom, but which is capable of less defense, is that scoring during a play that makes the third out, arising from a runner having left his base illegally upon a fly catch. To illustrate: A runner is on third base and another on second base, with one out, when

batsman hits fly to center fielder. The runner on third base holds the base until the catch is made, then starts for the plate. The runner on second base, however, started to advance the moment the batsman hit the ball. The centre fielder's throw to the second baseman results in the runner from second being put out before he can return. The runner from third is allowed to count his run under these circumstances, provided he crossed the plate before the out was made at second base.

Just why this run should be allowed to count is not apparent for the reason that the play partakes of the nature of a force, just as though the runner were compelled to advance by reason of a batted ball. The fact is, the batted ball has compelled the runner to remain where he is until the ball is caught, or, failing that—as in this case—to return to the base. Because the direction of the force is inverted, it should be no less a force, and, as the principle of forces is that the runner is out from the moment the play begins, provided it is successfully completed, it is not apparent how the run can justly be allowed to score, even though the runner does cross the plate before the actual put-out is made. And yet custom decrees that the run shall count.

The different principle involved can be recognized by supposing that in this same hypothetical case cited, the runner on second base holds the bag until the ball has been caught by the centre fielder. Then he endeavors to advance to third base and is put out by the centre fielder's throw to the third baseman. It can be seen at once that there is no reason why the runner from third should not be allowed to score if he crosses the plate before the third man was out. There was nothing compulsory about the runner from second base advancing and the game was "wide open" for any play legitimately made during the period. In the other case, however, the other runner has illegally left second base. From the moment he left it he was an offender against the rules, from which he could only purge himself by his return to second base before the ball arrived there. He was plainly forced to return, just as the man on first is forced to run to second, under the rules, when the batsman hits a fair ball not caught on the fly.

But until the rule solons recognize the demands of the force inverted as well as the force direct, the run under these circumstances will have to be allowed.

When the third out is made by claiming the put-out on a runner who "cuts" a base, the scorer must discriminate between whether that "cut" does or does not amount to a force out. If it does, no run scored can count even though it may have crossed the plate before the out was legally made. The now celebrated Merkle decision in the fall of 1907 plainly established this precedent. In that case a runner was on third and another on first

when the batsman made what would ordinarily have been a safe hit, had the runner on first carried out the letter of the rule and advanced to second base. That run would have been the winning run and the game would have ended then and there, but the runner from first base did not deem it necessary to go through the formality of advancing to second base. The ball was fielded to that base, the runner on first base was declared to have been forced and the runner from third base was not allowed to count his run.

Let us suppose, however, that in this same case there had been no runner on first base—merely the runner on third and the game not at an end when he crossed the plate. The batsman made his safe hit and continued around the circuit, cutting second base as he proceeded. Suppose the ball was fielded to second base and the out demanded, all runs would have counted that crossed the plate before such put-out was declared by the umpire.

Runs cannot be scored and, in fact, no bases run when a batted ball hits an umpire or a runner. The only exception to this general rule is when the runners are compelled to advance to allow the batsman to take first base.

PROBLEMS.

(72) Runner on third and two out when batsman hits to shortstop. Runner crosses plate before shortstop's throw puts out batsman at first base.

(73) Runner on third and two out when batsman hits to second baseman. Runner crosses plate before second baseman's throw to shortstop forces runner trying to advance from first.

(74) Runner on second and two out when batsman hits safely to left field. Runner crosses plate before batsman is retired trying to stretch his hit to two bases.

(75) Runner on third and runner on first, with one out, when batsman hits fly to right field. Runner on third holds base until fly is caught and crosses plate before right fielder's throw to first base puts out runner there, who had left base too soon.

(76) Runner on third and runner on second, with one out. Batsman hits fly to left field. Runner from third crosses plate legally before runner from second, legally trying to advance to third, is thrown out at third base.

(77) Runners on third, second and first, with one out when technical infield fly falls through second baseman's hands to ground and ball rolls a short distance. Runner on third makes dash for plate and runner on second makes dash for third. Runner on third crosses plate before runner from second is put out by second baseman's throw to third baseman.

(78) Bases filled, with none out, when batsman hits short fly to left field. Runners have begun to advance when left fielder makes sensational one-handed catch. Runner on third touches base after ball is caught and crosses plate after ball is relayed to second base, putting out the runner there, but before the ball reaches first to complete the triple play.

(79) Runner on third when batsman hits ball so that umpire is hit by batted ball.

(80) Runners on all bases when umpire is hit by batted ball.

(81) Runners on third and first with none out when batted ball hits runner going down from first to second.

THE EARNED RUN

The Earned Run is not a factor in present-day scoring, as consideration of it was abandoned some years ago. Its various aspects during the period it was taken into account will be interesting to the scorer, however, as it is very possible that this feature will soon find its way again into the score sheets. Already the signs point to a speedy re-incorporation in connection with determining more exactly the merits and demerits of the pitcher, for the consensus of opinion is that the present method of charging games lost or of crediting games won is not a true indication of the pitcher's every day value to his team.

Away back in the '80's the earned run was first introduced. Its definition at that time was as follows:

An earned run shall be scored every time the player reaches the home base unaided by errors before chances have been offered to retire the side by three men. But bases on balls though summarized as errors, shall be credited as factors in earned runs.

The clearest form of the earned run at that time was one that started on a safe hit, or a base on balls, reached second on a safe hit or a force to second by a base on balls, and reached third and home in the same way. The counting stopped absolutely, however, at the moment the side should have been retired, but was not, by reason of fielding errors.

At the beginning of the '90's the earned run assumed this phase:

An earned run shall be scored every time the player reaches home base unaided by errors before the chances have been offered to retire the side.

The difference was the elimination of the base on balls from figuring in an earned run. The run was only earned when batted clear around the four bases, but, as in the original definition, the account was cut off when the side should have been retired by reason of fielding errors.

During the year 1890 it was learned that some scorers had been in the habit of including stolen bases in computing earned runs and it was deemed wise to promulgate a caution against such procedure. The note was appended therefore, that the "earned run should not include the data of stolen bases or of bases scored in any other way."

The next year—1892—brought more tinkering with the definition of the earned run, which appeared in this form:

An earned run shall be scored every time a player reaches the home base unaided by errors before chances have been offered to retire the side. If a base runner advances a base on a fly-out, or gains two bases on a single hit or on an infield fly-out, or on an attempted out, he shall be credited with a stolen base, provided that there is a possible chance and a palpable effort to retire him.

The effect of this, it will be seen, was to still further limit the number of earned runs. The rules of 1893 returned the earned-run definition to exactly the same verbiage as in 1890 and thus it remained during 1894, 1895 and 1896. In 1897 one more attempt was made to get a definition that gave satisfaction and the result was this:

An earned run shall be scored every time a player reaches the home base by the aid of base hits only, before chances have been offered to retire the side.

But the true merits of the pitcher will never be shown by the earned run of any definition baseball has yet known, for the reason that errors cannot be eliminated simply by a stroke of the pen, or by cutting off the account of the pitcher merely because errors have prevented the retirement of the side. Errors are as much a part of the game to be expected as base-hits and the pitcher's merit must be considered from a basis of what he does, even against a handicap of errors, as well as what he allows in the way of safe hits. The pitcher who can rise superior to errors, always more or less discouraging to a pitcher's work, is the pitcher who deserves the better rating. Some system of charging runs for which the pitcher is responsible, errors or no errors, must be considered as the only true test of merit.

The best test, it would seem, will be to work out a system charging the pitcher with all runs secured by his agency, eliminating only such runners who would, during the inning have been put out on perfect play. Let a possible earned run start on a base on balls, a hit-by-the-pitcher, a fielding error by the pitcher or a safe-hit. Let that earned run be "alive" until that time when, should it come, the runner should have been put out and was not by some error other than one of the pitcher. But all other runs resulting from additional bases gained by fielding errors should be counted against the pitcher clear until the half inning ends. Then take the total number of runs for which he has been responsible during the season in connection with the times at bat of opponents and an average will be gained that will really show something.

DOUBLE PLAYS AND STOLEN BASES

As strange as it may seem, there had been no specific definition of the term "Double Plays" until the code of 1909, when the Baseball Writers' Association established this idea regarding the Double Play, having it incorporated in the rules:

A Double Play shall mean any two continuous put-outs that take place between the time the ball leaves the pitcher's hands until it is returned to him again, standing in the pitcher's box.

It was ample time, in the interests of scoring uniformity, that some definition of the term was evolved, for the reason that some scorers were placing in the summary as double plays certain forms of two continuous put-outs, while others were not classing them as double plays. The most convenient illustration is found in the attempted steal upon a strike-out. Many scorers would class this as a double play if the stealing runner was thrown out by the catcher, while just as many others would not regard it as such. The truth of the matter is that those who did not, were nearer the original conception of the double play than those who did, for the double play was originally intended to hinge upon the double out arising from a batted ball and from nothing else. For instance: If a batter forced a runner compelled to advance and was himself thrown out at first, or if a runner was thrown out at a base he illegally left upon a fly catch, a double play was consummated. The play manifestly hinged upon the batted ball.

The new idea abandoned that restriction entirely and, if taken literally, the scorer must credit as double plays any two outs made between the delivery of the ball and the moment when the pitcher again holds the ball while standing in his position.

The proper form of writing down a double play is "Smith, Jones and Brown." Many scorers seem addicted to the form of "Smith to Jones to Brown," which is not considered correct.

The Baseball Writers' Association must also receive credit for systematizing better than ever before the plan for making uniform the scoring of stolen bases. The principal thing for the scorer to remember now is that there are important exceptions to the general rule that a stolen base is credited to a runner who advances a base unaided by a base hit, a put-out, or a fielding or battery error. These exceptions are as follows:

In the event of a double or triple steal being attempted, where either runner is thrown out, the other, or others, shall not be credited with a stolen base.

In the event of a base runner being touched out after sliding over a base, he shall not be regarded as having stolen the base in question.

In event of a palpable muff of a ball thrown by the catcher, when the base runner is clearly blocked, the infielder making the muff shall be charged with an error and the base runner shall not be credited with a stolen base.

Conversely, the base runner shall be credited with a stolen base in the event of his making a start to steal a base prior to a battery error.

Just how the viewpoint as regards stolen bases has changed in thirty years can be judged from the instructions issued in the 80's, which were as follows:

Bases stolen * * * shall be governed as follows:

Any attempt to steal a base must go to the credit of the base runner whether the ball is thrown wild or muffed by the fielder; but any manifest error is to be charged to the fielder making the same. If the base runner advances another base, he shall not be credited with a stolen base and the fielder allowing the advancement shall be charged with an error. If a base runner makes a start and a battery error is made, the runner secures the credit of a stolen base and the battery error is scored against the player making it. Should a base runner over-run a base and then be put out, he should receive the credit for a stolen base.

In 1891, the late Henry Chadwick, the editor of Spalding's Official Base Ball Guide, made the self-explanatory note: "This rule sadly needs revision, as it fails to properly describe a stolen base."

The only effect perceptible, however, was the addition in 1893 of these words:

If a base runner advances a base on a fly-out, or gains two bases on a single base-hit, or an infield out, or an attempted out, he shall be credited with a stolen base, provided there is a possible chance and a palpable attempt made to retire him.

This addition held for six years—until 1897—when it was retired and the instructions restored to the original form of the

eighties. But the next year—1898—the entire section was wiped out and there was substituted in its place this brief command:

A stolen base shall be credited to the base runner whenever he reaches the base he attempts to steal unaided by a fielding or by a battery error, or a hit by the batsman.

So things remained for 11 years, when the Baseball Writers' Association took a hand and produced practically the instructions that pertain at the present time.

The scorer will not be allowed to credit a stolen base to a runner who may take it upon himself to "steal backward." While there is nothing prohibitive in the general rules of a runner proceeding from third to second, or from second to first, should he deem any better strategic position to be gained thereby, stolen bases are only credited when the runner "advances." Indeed, though the "steal backward" has been occasionally worked in years gone by, of late seasons some leagues have instructed umpires to disallow such a play. But whether the umpire allows it or not, when attempted, the scorer cannot let it affect his stolen base record.

PROBLEMS.

(82) Runner on first when batsman bunts foul fly which is caught by third baseman. Third baseman throws to first baseman, retiring runner before he returns to base.

(83) As batsman strikes out, runner on second attempts to steal third, but is thrown out, catcher to third baseman.

(84) Pitcher catches runner off first base by throw to first baseman and he is eventually put out. During the run-down, runner on third attempts to score, and throw to catcher puts him out at the plate.

(85) Batsman flies to left fielder, who throws to shortstop in time to catch runner from first trying to reach second.

(86) Batsman flies out to second baseman, who throws wildly to third baseman in effort to catch runner off third base. Runner scores, but third baseman returns ball to shortstop, covering third, in time to retire runner endeavoring to advance from second.

(87) Batsman fouls to catcher, who returns ball to pitcher. Pitcher, noting runner on first has big lead, throws to first baseman, retiring runner.

(88) With first base only occupied, batsman pops up fly to second baseman, who drops ball, but recovers it in time to throw to shortstop, who touches bag and throws to first baseman, before batsman reaches base.

(89) Runner on first starts to second as pitcher delivers wild pitch and runner reaches third.

(90) Runner on second starts for third before ball is delivered. Batsman hits to shortstop and is thrown out at first.

(91) Runner on first starts for second as pitcher delivers ball. Batsman fails to hit ball and catcher throws to shortstop, who apparently has caught runner until he drops the throw.

(92) Runner on second endeavors to advance to third, which he reaches before third baseman receives catcher's throw. He over-slides bag, however, and is touched by third baseman before he can get back.

(93) Runner on second advances to third when batsman flies to right fielder.

(94) Runner on first advances to second and keeps on to third, as catcher throws to centre field.

(95) Runner on first starts for second as pitcher delivers ball. Batsman hits cleanly to right and runner continues safely to third. Batsman remains at first.

(96) Runners on second and first endeavor to advance simultaneously, but catcher's throw to third baseman puts out runner from second.

(97) Runners on first and second when catcher has passed ball and both advance. Neither had shown any evidence of advancing until passed ball occurs.

(98) Runners on third and first with one out, when runner on first advances to second. Catcher throws down and runner on third advances to plate, scoring, but runner from first is put out.

MISCELLANEOUS DETAILS

The scorer will find it necessary to be thoroughly posted on several matters which, while they may be classed among the "unwritten rules" are none the less important, and without the knowledge of which good and uniform scoring is not.

For instance, should a "hit-by-a-pitched-ball" be the fourth ball, the batter is not scored as having been hit by the pitcher, but as having reached first on four balls. The reason for this is two-fold: it lessens the labor of the scorer and it lessens the odium attached to the pitching. It lessens the labor of the scorer for the reason that a game rarely passes that a batsman does not reach first on four balls, consequently that feature, of scoring is practically sure to be present. The additional base on balls, therefore, can be more readily recorded than can the hit-by-the-pitcher, which is rare in comparison with the base on balls and it may obviate the opening of an entirely new account, as it were, to call such a hit-by-the-pitcher a fourth ball.

It relieves the odium upon the pitcher, because the hit-by-the-pitcher is less prevalent and accordingly more likely to cause the pitcher unfavorable notoriety if his account is large. Both classes of passes exempt the batsman from a charge of a time at bat, so it can be but a matter of indifference to him.

While touching upon bases on balls, the evolution of the rule fixing the number of bad balls necessary for a batsman to "walk" to first and the number of strikes necessary to retire the batsman should be familiar to the scorer.

The earliest codified rules of baseball formulated on December 12, 1860, do not recognize "bad balls" as they are now known and, consequently, there was no such thing as the present day "base on balls." The "called strike" was recognized but a called strike was evidently distasteful and only resorted to as a last recourse. The umpire was instructed to call strikes on the "striker," as the batsman was then called, only in case the aforesaid "striker" stood at the bat "without striking at good balls repeatedly pitched to him, for the apparent purpose of delaying the game or of giving advantage to a player." In that case, the umpire was instructed to warn the "striker" and, after that, to call strikes "if he persisted in such action." This was Rule 37, and the repeated advice to umpires to enforce the rule is an indication that it was more often honored in the breach than in the observance. Of course, if the "striker" hit at three balls and

missed, he was declared out, if the catcher caught the third delivery so struck out and missed, either on the fly or on the bound. If the catcher did not make this catch on the fly or the bound, the striker was entitled, as now, to endeavor to reach first base before the ball could be fielded there.

Later in the sixties the "bad ball" was recognized for the first time and the "striker" was authorized to "take the first base" when three balls had been called. The words "three balls" conveyed a vastly different meaning then than now. The rule read:

Should the pitcher repeatedly fail to deliver to the striker fair balls * * * the umpire, after warning him, shall call one ball and if the pitcher persists in such action, two and three balls.

This was construed to mean that before a "ball" was called upon the pitcher, he must have pitched at least two practically bad balls, after which he should be "warned" by the umpire. After the warning, it was necessary for the pitcher to pitch at least two more practically bad balls before the umpire could call one technically bad ball. A little mental arithmetic shows that the minimum of six what are now termed "balls" had to be pitched in those days before the "striker" could take the first base on three technical "balls." The fact was, however, that the umpire allowed greater leeway habitually, especially in the first inning. The pitcher could usually pitch what would now be called 9 or more bad balls before the "striker" was privileged to "walk" to first base.

The strike-out rule remained the same, but began to be more rigidly interpreted.

In 1870 the rules were slightly changed so as to exempt the first ball pitched by the pitcher from being called either a ball or a strike unless the "striker" struck at it and missed. The warning by the umpire was also eliminated, thus reducing the number of practical bad balls or strikes allowed the pitcher before the technical three balls or strikes were completed on the "striker."

In 1873 a material change was made in determining balls. Provision was made for what was termed the "wide ball"—that is, balls delivered by the pitcher to the "striker" over the striker's position or on the ground in front of the home base, or touching his person, or out of reach of his bat, or on the side opposite to that from which the batsman strikes. Three such "wide balls," excepting alone the first ball delivered to the "striker" entitled the "striker" to take his first base. The original rule pertaining to taking first on bad balls was materially changed also, as it was provided that all balls not designated as wide balls and yet not

sent over the home base at the proper height, should be called "unfairly delivered" in the proportion of one to every third ball so delivered. Thus, excepting "wide balls," the "striker" must needs have had 9 practically bad balls before being allowed to take first on three technically bad balls.

The strike-out rule remained the same.

In 1875, the exemption granted on balls and strikes to the first ball delivered was abrogated.

In 1878 the rule pertaining to called strikes was amended to practically allow the batsman four strikes before being called out. This was done by instructing the umpire to call "Good ball" upon the delivery of the next fair ball after the batsman had had two strikes called and upon the next good delivery, the third strike.

The next year—1879—saw the bad ball put on the basis it occupies to-day and 9 of these bad balls were allowed the pitcher before the batsman could "walk" to first base.

The number of balls was reduced in 1880 to eight, and after more or less vicissitudes during the eighties, in 1888 five was fixed as the requisite number. In 1889 the qualifying number was reduced to four, where it has remained ever since.

BALKS.

The scorer must bear in mind that under the rules now prevailing the batsman never takes first base on a balk. Only the base runners advance on a balk and when no base runners are on bases, there can be no technical balk. The rules say that a balk shall be:

1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it, or to throw to first base when occupied by a base runner, without completing the throw.
2. Throwing the ball by the pitcher to any base to catch the base runner without stepping directly toward such a base in the act of making such throw.
3. Any delivery of the ball to the bat by the pitcher while either foot is back of the pitcher's plate.
4. Any delivery of the ball to the bat by the pitcher while he is not facing the batsman.
5. Any motion in delivering the ball to the bat by the pitcher while not in the position defined by Rule 30.
6. Holding of the ball by the pitcher so long as, in the opinion of the umpire, to unnecessarily delay the game.

7. Making any motion to pitch while standing in his position without having the ball in his possession.

8. Making any motion of the arm, shoulder, hip or body the pitcher habitually makes in his method of delivery without immediately delivering the ball to the bat.

9. Delivery of the ball to the bat when the catcher is standing outside the lines of the catcher's position as defined in Rule 3.

It can readily be seen that a balk need not necessarily occur from a delivery of the ball to the batsman—the only possible way in which it could affect the batsman by being called a technical “ball.” If a balk is called from causes 1, 2, 7 or 8, it is impossible for the batsman to be affected. If from causes 3, 4, 5 or 9, the batsman is affected if the umpire calls a “ball.” If it should happen to be the batsman's fourth “ball” he proceeds to first base. If from cause 6, the batsman may be affected, for while the ball may not be delivered, the umpire is empowered by the rules to call a “ball.”

The principal thing for the scorer to remember is that if the fourth ball is called on a balk, the batsman is recorded as having reached first base on the fourth ball and not on the balk.

FIRST BASE ON ERRORS.

A first base on errors should be scored when the batsman is able to start his round by reason of a fielding error made on the ball the batsman hit. While strict reasoning might urge a “first-on-errors” to be charged when a batsman reaches first base in any way after the catcher or other fielder had dropped a foul fly offered by that batsman, it is not customary to do so. The batsman has practically reached first because that error was committed during his term at bat, but it is not classed in the province of technical “first-on-errors.” So, again, when a batsman forces an advanced runner, but the advanced runner is saved by a fielding error, it might be reasoned that a “first-on-errors” should be charged, but it is not. The scorer should remember that only in case the play is made at first base, on the batsman and on the ball batted by the batsman, is the technical “first-on-errors” charged in the score if the batsman is “saved” by the commission of a fielding error.

SUBSTITUTE RUNNERS.

In case a substitute runner is put in for the runner on the score card, the scorer must learn whether the substitute is a

temporary man, allowed by permission of the opposing team, or whether he is a new player, temporarily or permanently injected into the game. The scorer must know, because on that knowledge depends whether the scorer is to credit any bases stolen, or runs scored by the substitute, to the original player or to the substitute.

The substitute runner never appears until the batsman has reached at least first base. Should the captain of the batsman's team decide for any reason that it will be to the advantage of his team to have a runner substituted for him he has two alternatives:

First—A player already in the lineup may be chosen to do the running, but only with the consent of the captain of the opposing team. If such a player is chosen and accepted by the opposing captain, any bases he may steal or run he may score, are credited to the regular batsman whose place he has temporarily taken and after the run is scored or the half-inning is closed, the substitute goes to his own position, while the player for whom he substituted is privileged to return to his former duties.

Second—A player from the bench, that is, a player who has not been heretofore in the lineup, may be substituted for the runner. In that case no permission has to be gained from the opposing captain, the original runner is out of the remainder of the game and the substitute becomes a regular player and as such is to be credited with any bases he may steal or the run, if he scores. At the conclusion of the half-inning he may take the fielding place of the player whom he replaced, or he may, in turn, be replaced by another substitute.

Generally speaking, the scorer may be guided by whether the substitute is one of the players already in the lineup. If he is, disregard him except for a footnote, which may be made, explaining that "—— ran for —— in the —— inning."

CREDITING OR CHARGING THE PITCHER

One of the principal methods for many years of determining a pitcher's ability has been by the number of games he has won and lost during each season. Dissatisfaction has been growing over the fact that this is the principal means of determining so important a matter because in many cases it does not represent the pitcher's real value. But with that this volume has nothing to do.

No mechanical difficulty presents itself when only one pitcher appears for each team, but when two or more pitchers are used by one of the teams, the scorer is often puzzled to know which may more justly be credited with a victory or charged with a loss, as results may compel. No set rules have even been formulated, for no set of rules can cover all of the multitudinous aspects of games that may develop. The scorer can only be guided by common sense in reaching his decision—common sense, added to the underlying principles that may be said to govern. Indeed, there is more need for the exercise of common sense in this particular feature than in any other department of scoring, not even excepting that other delicate task, discriminating between the base-hit and the error.

The scorer should take into consideration the following points:

1. The number of innings each pitcher works.
2. The comparative state of the score when the first pitcher gave way to his successor, the subsequent state of the score during the play and the final score.
3. The number of hands out and the number of runners on bases, if any, at the moment when the substitution was made, if it occurred in mid-inning.

With these things in view, the scorer should weigh results attributable to each pitcher with a view to establishing clearly in his own mind which was the more responsible for the final result of the game. His recommendation—he can never do more than recommend, as the secretary or president of the league compiles officially the number of games each pitcher wins or loses during the season—should be based on the conclusion he reaches after a careful study of all the various aspects of the game.

The nearest to a set of rules on the subject that can be codified may be formulated as follows:

If the pitcher who first works has been taken out after the fifth inning has been reached, at the close

of the half-inning and the score is in favor of his team, if the game is won, without being tied at any stage of the game, credit the first pitcher with the victory. If the game is lost, charge the second pitcher.

If the pitcher who first works has been taken out at the end of a half-inning before the fifth inning has been reached, if the number of runs made by his team up to that time proves greater than the final score of his opponents, credit the first pitcher with the victory. If the runs made by his team after the first pitcher retires were necessary to cause the team to win, credit the second pitcher with the victory or charge him with the loss, as the final result may demand.

If the pitcher who first works has been taken out in mid-inning at any stage of the game, charge any runs scored by runners who may be on bases when the first pitcher retires, to the first pitcher and then compute according to the first or second of the foregoing paragraphs, as the case may demand.

If the first pitcher has been taken out at the end of any half-inning whether it is the first or last part of the game and the score is a tie, the second pitcher is credited with a victory or charged with a loss, as the final score may demand.

If the pitcher who first works has been taken out at any stage of the game with the comparative score in favor of his opponents, should the game be eventually won by his team, credit must be to the second pitcher. Should the game be lost, the first pitcher is charged with the loss. The only exception to this rule that might be noted is that should the team make during its next term at bat sufficient runs to either tie or forge ahead, the tie or advantage must be credited to the first pitcher, even though a substitute batsman has been used for him, indicating that the pitcher is out of the game entirely.

If the pitcher who first works retires with the score against his team, a second pitcher fails to improve conditions and a third pitcher is finally used with the result that the game is eventually lost, the charge of the loss must be made against the first pitcher who worked. If, however, the score is at any time tied or his team forges ahead of its opponents, the account is supposed to begin afresh from such time the score is tied or bettered.

In this connection the scorer will be benefitted by the rules observed by Mr. John A. Heydler, for many years secretary of the National League and at one time its president, than whom no more eminent authority on properly crediting or charging pitchers can be quoted. Mr. Heydler gave his views on the subject to the author of this volume a short time ago and they are herewith printed for the first time:

A pitcher relieving another must have an absolutely equal chance, in fact, he is entitled to any shade of benefit, as he is the only player not warmed or keyed up to contesting edge.

If he finds runners on the bases when he takes command and he cannot prevent them from scoring, these runs must be charged to his predecessors.

If he starts on equal innings with the score a tie, the preceding pitcher is eliminated. It is a new game, so far as the new pitcher is concerned. If this occurs in the eighth inning, his team may win for him in the very next inning. That is his fortune, for he could lose in that one inning just as easily. This method often appears unjust to the man who pitched the greater part of the game, but in the long run of the season these short-game credits usually equalize themselves. I lean toward the pitcher who is always around and ready to jump in and save a game.

Here is one that does look bad: A sixteen-inning game with the final score 1 to 0. In the twelfth inning the first pitcher has been taken out to allow a substitute to bat. The game goes for four innings and the second pitcher gets credit for the game. A hardship for the first pitcher, no doubt, but how about the opposing pitcher, who is also "there" for 15 innings and he may have lost by some fluke in the sixteenth? Fine work for a "zero" in the averages. But these are isolated cases. The rule is for the many.

Another muchly discussed matter is the award of the game to a pitcher who is retired with a score in his favor. I seldom give the first pitcher credit for winning unless he has pitched at least five innings. I make an exception, of course, where the score is overwhelmingly in his favor in the first few innings and his retirement is plainly to save him for another game. In such cases I weigh all the con-

ditions and usually rely on the judgment of the official scorer who is on the ground and knows all the circumstances leading up to the pitcher's retirement. Where a pitcher is relieved by a substitute batsman, I usually give him the benefit of the batsman's work and I also endeavor to give the retiring pitcher an inning of batting for every inning he pitches. For instance: He is taken out after pitching seven innings against the visiting team. He is then entitled to the result of his team's turn at bat in that inning.

The scorer is advised not to bother with this question any more than he is disposed from curiosity, as the doom of the "games won and games lost" system is already sealed and in a very short time this will be but a disquieting memory—a nightmare of past seasons.

PROBLEMS.

(99) Pitcher removed in eighth with score 5 to 3 in his favor, two out and bases filled. Next batter makes a hit and ties score. Game is finally won by first pitcher's team, 6 to 5.

(100) First pitcher has pitched six innings when he is compelled to retire because of being hit on the arm by opposing pitcher while at bat. Score is 3 to 2 in his team's favor when he retires. Second pitcher allows one run in seventh inning, tying the score, and worked until the fourteenth inning, when his team won, 4 to 3.

(101) Pitcher who first worked is ordered out of game by the umpire at the end of the sixth inning, with score 2 to 0 in his favor. Second pitcher works until the end of the ninth, when he retires with score 2 to 2. Third pitcher works for two innings and game ends 3 to 2 in his favor.

(102) First pitcher was taken out at end of fourth inning, with score 4 to 0 against him. Second pitcher succeeds in having score tied in eighth inning, but his team eventually loses, 9 to 5.

(103) First pitcher is taken out at end of second inning with score 2 to 0 in his favor. Second pitcher works for seven innings and final score is 5 to 1 in his favor.

(104) First pitcher retires at end of third inning with score 4 to 3 in his favor. Second pitcher works for six innings and final result is 7 to 5 in his favor.

(105) First pitcher retires at end of sixth inning with score 3 to 2 against him. Second pitcher retired by umpire during eighth inning with score 5 to 4 in his favor. Third pitcher works remainder of game, which ends 6 to 5 against him.

(106) First pitcher retires at end of fifth with score 1 to 0 in his favor. Second pitcher retires at end of seventh with score 3 to 1 against him. Third pitcher finished game, which results 4 to 3 in his favor.

(107) First pitcher retires in middle of sixth, with score 4 to 3 in his favor. Only one is out and two runners are on bases. Both runners score before side is retired. Game is finally won, 7 to 5.

(108) First pitcher is retired at end of first inning with score 9 to 0 in his team's favor. Second pitcher finished full game, final score 14 to 8 in his favor.

(109) First pitcher retired in middle of first inning with score 3 to 0 against him. Second pitcher retires at end of eighth with score 14 to 3 in his favor. Third pitcher pitches last inning and game ends 14 to 6 in his favor.

ABRUPT TERMINATIONS

Occasionally the scorer finds himself up against the unusual problem of whether to include or omit from the score the happenings of the uncompleted portion of the last inning or half-inning, when play has been abruptly stopped mid-inning by the elements, or by previous agreement.

A "regulation" game is supposed to naturally extend at least nine full innings, but in case the home team—almost invariably the last team at bat—has made more runs in its eight turns at bat than its opponents have in their nine, the eight and one-half innings are conceded to be a full nine-inning game. Should the nine complete innings be played and the two teams remain a tie, it is customary to continue play until one team or the other forges ahead on even innings, or the umpire decrees that play is no longer advisable. Though tie games can not, of course, count as games won or lost in the cumulative standing of teams, every act is retained in the permanent record of the players taking part. The detailed score of a tie game is just as important from the scorer's standpoint as that obtained from one that goes to a definite decision.

The game may not last nine, or even eight and one-half innings and yet be regarded as "regulation." "No game" is declared if a contest is less than five full innings' duration, or—taking into account the same principle that shortens the nine-inning game to eight and one-half—unless four and one-half innings have been played.

The third provision of Rule 22 makes it possible to stop a game before the minimum of five, or four and one-half innings, has been reached, "if the game be called by the umpire, on account of darkness, rain, fire, panic or for other causes which put patrons or players in peril." In case of abrupt stoppage before the game has extended the legal limit, the umpire must postpone play for a maximum of 30 minutes. If in his judgment play can proceed then, or at any time previous to that limit, well and good. If not, the contest is over.

The scorer need not preserve any record of games that do not extend to the regulation limit. Should a game last for four and two-thirds innings under conditions that make it necessary for five full innings to be played, it is "no game" and the individual records taken are not made permanent. It is the "regulation" game that ends abruptly mid-inning or during or at the end of the first half of an inning that calls for discretion as to whether

the record made since the conclusion of the last even inning shall be erased or shall remain as it stands.

The general and only rule on the subject is Rule 25, which reads as follows:

If the umpire calls the game in accordance with Rule 22, Section 3, at any time after five innings have been completed, the score shall be that of the last equal innings played, except that if the side second at bat shall have scored in an unequal number of innings or before the completion of the unfinished inning, at least one more than the side first at bat, the score of the game shall be the total number of runs each team has made.

Concisely, this means that if the side last at bat is ahead when the game is called, even though the team has not had its complete turn at bat, the score is retained up to the last second of play. Conversely, if the team last at bat is behind in the comparative score, all of the unfinished inning is wiped off the slate.

It has been the custom, however, to construe the rules broadly enough to include a tie. That is, if the team last at bat succeeds in tying the score during the portion of the inning played, the score shall remain a tie and every individual record stands, rather than to allow the score to revert to the last even innings, if such reversion would cause the team last at bat to lose.

PROBLEMS.

(110) First team at bat scored one run in early part of game, and completed its half of sixth with score 1 to 0 in its favor. During last half of sixth team last at bat scored one run, tying score and with no one out, rain stopped game.

(111) Team first at bat had been blanked for 7 innings. Team last at bat began last half of seventh with score 3 to 0 in its favor. During seventh it scored one run and, with one out and three on bases, game was called by previous agreement to stop at a certain time.

(112) Team first at bat begins sixth inning with score 4 to 5 against it, but makes three runs in its half, putting score 7 to 5 in its favor. Team last at bat scores no run and two are out when rain stops game.

(113) Team first at bat has score of 3 to 2 against it at end of eighth inning. It scores two runs in first half of ninth, making score 4 to 3 in its favor at beginning of last half of ninth. Team last at bat scores one run, tying score, and has one runner on base with one out when rain stops play.

(114) Team first at bat ends seventh turn at bat with score 4 to 3 in its favor. Team last at bat scores one run with two out in last half of seventh when darkness causes play to stop.

(115) Team first at bat begins seventh inning with score 8 to 0 in its favor and adds three more runs in first half of seventh, making score 11 to 0 in its favor. Team last at bat scores nine runs in its half of seventh, has bases filled and one out when play is stopped by previous time agreement.

(116) Team first at bat begins seventh inning with score 3 to 2 in its favor, adding one more run in first half of seventh, making score 4 to 2 in its favor. Team last at bat scores two runs, and game is called on account of rain, with none out and none on bases.

MAKING UP THE BOX SCORE

The scorer should provide himself before play begins with a scorer's blank book, a blank score sheet and either a fine-pointed fountain pen in good working order or a couple of "hard" pencils, well pointed. If pencils are used, it would be well to have handy the means of renewing a broken or dulled point. The scorer cannot expect to do good work mechanically with improper or inferior tools, any more than the player can do good work unless provided with suitable bat, glove and shoes.

The correct lineup of both teams and position of players should be learned and filled in the proper lines on the score blank before play begins. If two players appear with names spelled exactly alike, they should be distinguished by their initials or by their entire first names, if necessary. This is important. Do not fill in the names on the box score sheet until after the game is over, or at least until near its end, for the reason that changes may occur up to the last minute—changes that would jeopardize both neatness and accuracy were the lines already filled in. The scorer should be thoroughly prepared in all these details before the first batter comes to bat, so that he can fix his entire attention upon the play from the time it begins until it ends.

Scorers will find that Spalding's Official Base Ball Score Book, devised by Mr. Jacob Morse and the system set forth in it for recording plays in the briefest intelligent form, will be what he needs for perfect mechanical work. The scorer should go about his duties with the same idea as the stenographer—to record matters he should record in the briefest, quickest way possible and yet so clearly that he can refer to his records years afterward and be able to detail how each player performed during that game at bat, on bases and at his position.

Every base a player reaches from the time he steps up to the bat and either scores or is "left," must be clearly set forth. Even the direction in which the batsman hits the ball should be recorded. Every fly ball and ground ball should be distinguished. Every "out" should be located and if two or more fielders have a hand in it, even the sequence in which those fielders figure should be easily comprehended. If an error occurs, not only the player who made the error and the particular kind of misplay—that is, dropped fly or throw, fumble or bad throw—but the progress of the play up to the time the error was committed should be shown.

The efficient scorer will find that his duties are not light, even mechanically. Satisfied that he is correctly posted on what player is at every position and on what player is at bat every moment of the game, he should follow the course of the ball to gain a correct understanding of how the batsman is either retired or reaches first and, when one or more runners are on bases he should have an eye to them to note their advancement. Every bit of play that requires recording should be set down immediately. Delays are dangerous for many reasons.

Until the scorer has gained mechanical proficiency by experience it is not advisable for him to take up the box score sheet until the play is entirely over. Far better at the start for him to concentrate his attention upon recording every detail in the score book and to fill out the box score sheet in its entirety at his leisure from the score book. The first step toward simultaneous work of this sort may be taken in recording upon the box score sheet such features as extra base hits, passed balls, double or triple plays, first base on errors, batters given bases on balls or struck out, wild pitches and balks, the names of the umpires and the score by innings.

Error is liable to creep in if the scorer attempts, until he has thoroughly mastered the art, to record on his box score sheet as the game progresses the times each batter has been at bat, base hits or runs and the number of put-outs, assists and errors for each fielder. Far better to leave these details for careful reckoning later, in quietude and without haste. It is not impossible for the expert to have his box score entirely completed with absolute correctness a moment after the final play, but we would advise that such feats should be left for occasions when necessity makes them compulsory.

In the accompanying tables the endeavor has been made to show procedure and what should be accomplished, rather than any particular method of accomplishment. In order that the beginner may understand, all recognized expert symbols have been discarded and plays have been registered either by initials or by base numbers, with a view of calling attention to the proper sequence of mechanical duties. Let us go systematically through the course of the game indicated by plates on the following pages:

Home Team *Orioles*Date *Oct. 16, 1907*

SH	SB	E	A	P	PO	*RB	R	BH	AB	BATTING	ORDER	POS	1	2	3	4	5	6	7	8	9	10	11	12												
/			/	/				15	4	Hall		RF	① S		① SAC LF		① SC-2 C-SS		② SS 1 SS-2	② SS 1 SS-2	② SS 1 SS-2															
						2	1	137	4	Kelly		CF	② S		② S		② 2x1		L-L H-L	① SAC-F LF																
						1		1511	4	O'Hara		LF	FH		② SS 1 SS-2		② C 1x2		L-H 2	① SAC-F LF																
			3	6			1	1719	4	Hearne		C	③ F		F1				R1		SS-PH SS-2															
	1	1				2	1	1249	4	Hunter		1B		② C 1x2 F 1x2				F 1x2 SS 3	③ C 1x2																	
			3			1	1	1218	5	Burrell		3B		② C 1x2 2x33				③ FH 3																		
		197	4	3			1	14	4	Beach		SS		F1		G1			① D-H SF H																	
						1	1	118	4	Adkins		P							① D-H SF H																	
	1	187	1						0	Burchell		P-8							① D-H SF H																	
2	3	3	18	25	7	7	7	15	36	TOTAL			0	0	0	0	0	0	0	2	3	2	7													
INNINGS	PITCHED	BALKS	HIT	BATSM.	WILD	PITCHES	BASES	STRUCK	PITCHER	PITCHER	REMARKS										LEFT ON	BASES	1B ON	ERRORS	2 BASE	HITS	3 BASE	HITS	HOME	RUNS	DOUBLE	TRIPLE	PLAYS	PASSED	BALLS	
7							3	4	Adkins			7	Adkins out, hit by Burchell's fatal late in 9th. — two out, one winning run, one scored. — Adkins out in 9th.										12		1	1	1	1	1	1	1	1	1	1	1	1
13	1				2	2	3	3	Burchell			2																								

Runs batted in by player

SH	SB	E	A	P	O	R	BH	AB	BATTING ORDER	POS	1	2	3	4	5	6	7	8	9	10	11	12	
	/		/	/	/		13 ²⁸	4	Keeler	RF	E ¹ RF	2	LPB			1			C-C EP H-H				
	/		2	1	2	2	1 ²⁴	4	Gleason	2B SS	1	2	2			B ² ₃ H-H			R-R 2				
			/	/	/			4	Keeler	LF	3	3	3			2			BURCHILL				
			2	2	2	1	3 ⁶	3	Dwyer	SS 2B	B ² ₃ 20					R-R H-K			3				
			1	1	1	1	1 ⁶	2	Boodie	CF	1	2	2			B ² ₃ C ² ₃			B WP E-E				
			2	2	2			3	Beitz	3B	2	2	2						1				
			2	2	2			4	Clarke	1B	3	3							2				
			4	4	4	1	1 ¹⁷	3	Robinson	C			C SH PB H			R ¹			BK 2				
			2	2	2			2	Hoffer	P			1	3	3	3			2				
							1 ⁹	1	Brouthers				1	3	3				HR B H WP				
2	2	4	22	27	27	4	8	9	30	TIME OF 4:00 GAME 6:05	0	0	1	0	0	2	3	0	1	4	8		
INNINGS	PITCHED	BALKS	HIT	BATSMY	WILD	PITCHES	BASES	STRUCK OUT	PITCHER	B.H. OFF	REMARKS			LEFT ON BASES	1B. ON	2 BASE	3 BASE	HITS	HOME RUNS	DOUBLE	TRIPLE	PLAYS	PASSED BALLS
9	1	2	1	5	2				Hoffer		Robinson hit by Brouthers first ball. - Brouthers batted for Hoffer in 9th.			4	2	2	1		1			1	

★ Runs batted in by player

First Inning—The scorer has, to begin with, only his blank page in the score book. Before the game begins he has entered the lineup, with the position of each man on both teams. Originally the names of the Oriole team extended only as far as Adkins. The Ex-Orioles went no farther than Hoffer's name. The Orioles bat first. As play is called, glance at the watch and note the exact time. Glance at the Ex-Orioles in the field and see that the positions and names are recorded correctly. Another glance assures that Hall is up, as should be. He strikes out. If you are extending your put-outs on your score book immediately, indicate the put-out for the catcher by means of a dot. Do not fail to record in the summary of the box score sheet the credit of a strike-out for Hoffer and that it was Hall who struck out. Kelly makes a single to left and would have been put out trying to stretch the hit to a double had not Doyle dropped Kelly's throw. The single should be properly marked in the B. H. column, showing by the exponent that it was made in the first inning. Note that Kelly gets an assist, extending it at once, if you are pursuing that method, by means of the regulation dot. Extend also immediately the error against Doyle, indicating by the exponent that it occurred in the first inning and by the "D-T" that it was a dropped throw. O'Hara scratches in front of the plate, permitting the catcher to field the ball to the third baseman, who puts out Kelly going up from second. O'Hara is accordingly marked as having reached first on a Force Hit, to be left on first when Hearne fouls out to the catcher.

Now that the half inning is over, if you have not previously extended them, "post up" the put-outs and assists to the Ex-Orioles who made them. When you have done this, always prove the account by adding the total number of put-outs—in this case, three. Any more or any less will show that there is an error somewhere, which should be corrected before the next half-inning starts.

As the Orioles have now taken the field, note whether each is stationed at the position for which he is recorded on the score book. See also whether Keeler is the first at bat, as recorded. He is "saved" by a fumble by Hunter. Mark the "first-on-errors" at the proper place in the summary of the box score sheet. Hall makes an unexpected catch of Gleason's difficult fly and Keeler is doubled up by the throw to first base. Mark the double play in the summary. Kelley dies, pitch to first. Credit up at once the put-outs and assists to the Orioles resulting from the half and prove by addition the correctness of the put-outs.

Second Inning—Look over the fielding stations and at the man at bat for changes. For the Orioles, Hunter singles to centre, but is forced by Dunn's ground hit to short. Burrell singles to

centre, and Dunn reaches third as the third baseman drops the throw of the centrefielder, relayed by the shortstop. As this is another of those apt-to-be-overlooked cases of ineffective assists, the centrefielder and shortstop would better be credited an assist at once, also charging the error against Reitz. Beach forces Burrell, second to short and soon afterward Dunn is caught between third and the plate, on an attempted double steal, catch, to pitch, to third, to catch. Note that the catcher gets an assist, and a put-out also on the same play, and that Beach, even though he probably succeeded in reaching second base, is not to be credited with a stolen base, but is regarded as having been left on first. Extend your put-outs and the assists not already extended, making sure that the total put-outs tally six. Examine each position as the teams change to see that no substitutions have been made.

Doyle, the first batter up, draws four balls and is sacrificed to second by Brodie, who bunts to third and is thrown out at first. Reitz grounds out, second to first, advancing Doyle to first, where he is left on Clark's ground out, short to first. As soon as Brodie made his sacrifice hit, it should have been credited to him in the summary of the box-score sheet, where the base on balls to Doyle had been just previously set down. There remains now to extend the three put-outs and the three assists, making the correct tally of put-outs six to date. The runner left on base should also be added to the summary.

Third Inning—Examine the fielders and the batsman for changes as usual. Adkins begins by bunting safely toward third and he is sacrificed to second by Hall, who goes out first to second, who covers the bag. Kelly strikes out. (Place both sacrifice and strike-out in the summary at once.) O'Hara gets four balls (Charge Hoffer a base on balls in the summary), but is forced by Hearne. Add the two men left on bases at the proper place in the summary and credit the put-outs and assists. There should be nine put-outs to date.

For the Ex-Orioles Robinson opens with a single to centre and Hoffer sacrifices. (Credit the sacrifice in the summary at once.) Keeler singles to left, sending Robinson to third, from where he scores and Keeler takes second, on a passed ball. (Charge Hearne with a passed ball at once in the summary.) The next two men strike out. Add the one man left and extend the put-outs, noting that the total put-outs must be nine. Do not overlook the necessity for crediting Adkins with the two strike-outs he has earned.

Fourth Inning—Don't forget to look over the various stations for changes. Hunter starts on a hit by a pitched ball. Charge this at once against the pitcher in the summary. Dunn sacrifices,

which also should be recorded in the summary at once. Burrell hits to the shortstop, whose throw to third puts out Hunter, trying to advance. Burrell steals second (credit the stolen base at once in the summary) and reaches third on Beach's short single to centre. Both are left as they stand, when Adkins grounds out to the pitcher, who throws to first. Tab up the two men left on bases, extend the three additional put-outs and the assists, noting that the total put-outs must number 12.

Look over the various positions, as usual. For the Ex-Orioles, Doyle strikes out (put it in the summary at once), Brodie grounds to the pitcher and is thrown out at first. Reitz gets a base on balls (charge it in the summary at once) only to be caught trying to steal. Extend the three put-outs and the two assists, noting whether the total number of put-outs is still correct.

Fifth inning. As usual keep the eyes doing sentinel duty so as to note any fielding changes the moment made. Hall begins by scratching safely toward second, but is caught trying to steal. Kelly is easy, second to first, and, though O'Hara singles to centre, he is also caught trying to steal. Extend the three put-outs and assists, making the correct total of put-outs now 15.

Look at the Orioles as they take their positions. The Ex-Orioles go out in one-two-three order, without any feature of note.

The beginning of the sixth inning rewards the vigilance of the scorer in watching for changes in fielding positions. Gleason and Doyle have changed places. Though often done, the scorer should not confuse the field chances of either man in one of his positions with the chances of the same man in the other position. In other words, Doyle, second baseman, is to all intents and purposes another individual when he becomes Doyle, shortstop. The careful scorer will accordingly see that when one fielder occupies more than one fielding position during the same game his put-outs, assists and errors are kept separated for each position so occupied. It can best be done on the score book by dividing the space allotted to the fielder as in the accompanying plate. Hearne, batting first, is passed on four balls (charge against pitcher in summary) only to be forced by Hunter. Hunter is also forced, as Dunn sends a short fly into right that seems likely to be caught. That the ball dropped safely does not give Dunn a safe hit, for Hunter is easily forced at second by the right fielder's throw at that base. Burrell flies to right. Tab up the one runner left and extend the three new put-outs, and the new assists, making 18 put-outs in all.

For the Ex-Orioles, Keeler dies on a grounder to short, Gleason bunts safely toward third and goes to second on Kelley's

out, third to first. Doyle comes up with a three-bagger (mark down a three-base hit for Doyle in the summary at once), scoring Gleason. Doyle himself scores on Brodie's bunt toward third—so unexpected that it proved the effective thing. Brodie is later caught trying to steal. Extend the put-outs and assists.

Seventh inning. Beach pops a fly to Hoffer. Adkins is given a life when Brodie drops a fly in his direction. (Put down at once the error for Brodie, indicating the dropped fly and also record the "first on error" in the summary. Adkins takes second on a balk, which should be charged against the pitcher in the summary immediately. Hall grounds out, short to first, but fails to advance Adkins. Adkins scores, however, on Kelly's three-bagger to left. (Credit Kelly with a three-base hit in the summary at once.) O'Hara follows with a single to left, that scores Kelly. Hearne's short single to right only gets O'Hara as far as second and both are left in their tracks when Hunter grounds out to first, unassisted. Add the two men left on bases and extend the three new put-outs and assists. The total put-outs should now be 21.

The Ex-Orioles' half presents no feature of special note.

Dunn opens the first half of the eighth with a single to left and takes second on a wild pitch. (Charge up the wild pitch.) Burrell doubles to centre, scoring Dunn. The two-base hit should be credited to Burrell in the summary at once. A passed ball puts Burrell on third (charge up the passed ball) before Beach draws four balls (charge against Hoffer at once). Adkins singles to right, scoring Burrell and sending Beach to third. Hall draws four balls (charge Hoffer in the summary), which moves Adkins along to second and Kelly's sacrifice fly scores Beach and allows Adkins to reach third on the throw-in. Credit for the sacrifice fly should be given Kelly in the summary at once. O'Hara and Hall are doubled and the double play should be recorded in the summary at once. Add the one man left on base and extend the three put-outs and the assists. The put-outs now total 24, if correctly extended.

Keeler opens with a two-bagger to right, which should be set down in the summary at once. Gleason is given four balls and a double steal ensues. Burchell replaces Adkins in the box. The scorer should indicate how many runners are on bases and on what bases they are, when the change of pitchers occurs mid-inning. In this case the "X" indicates that Keeler was on third and Gleason on second when Burchell stepped to the mound. Burchell, in endeavoring to catch Keeler off third base, throws just badly enough to allow Keeler to score and thereby gets an error, even though Gleason, trying to gain third on the play, is out. The next two batsmen strike out, which should be put to Burchell's credit in the summary.

The last inning for the Orioles starts out with a safe scratch to the pitcher by Hearne, and he scores when Hunter places a home run in far right field. Credit Hunter with a home run in the summary immediately. Dunn is hit by the pitcher (charge Hoffer in the summary). Burrell flies to centre. Beach grounds out to first, unassisted, allowing Dunn to advance to second. Burchell gets four balls and, with Dunn, a double steal is executed. (Charge the base on balls and credit the stolen bases in the summary.) While Hall is at bat, Robinson muffs a foul fly and is charged with an error at once, even though Hall is put on the next ball delivered, third to first. Credit the put-outs and assists, noting that the correct number of put-outs must be 27. Add in, also, the two runners left on bases.

Brodie begins the last half inning of the game with a base on balls, which should be charged at once against Burchell, as should also the wild pitch that allows Brodie to reach second. Reitz strikes out and it should be credited to Burchell at once, even though Hearne drops the ball and is compelled to make the throw to first. Clarke hits to Beach, who makes a bad throw, allowing Brodie to score and Clarke to reach third. Extend the error at once and charge the balk which allows Clarke to score, at once against Burchell. Robinson gets four balls—another charge to be made at once against Burchell. Hoffer should bat next, but he drops out in order to allow Brouthers to come up. Brouthers drives the ball between first and second, but Robinson, who is running down, cannot avoid being hit by the ball and is automatically out. The play has to be "starred." In other words, no fielder can be given the put-out, and the total number of put-outs for that side must remain one short in consequence. It must also be remembered by the scorer that Brouthers receives credit for a safe hit—a single—under the circumstances. A base on balls to Keeler (don't forget to charge it and the wild pitch that follows). Brouthers is now on third and Keeler on second. Gleason hits the ball into the right-field bleachers. As the score is 7 to 6 when this feat is performed, only two more runs are necessary to win, which are scored when Keeler crosses the plate from second base. Gleason, therefore, can only get credit for a two-base hit, as the game ends when he has touched second base and he has thus driven Keeler ahead of him, as it were, two bases—the distance required to cross the plate with the winning run. Note the moment play is over by the same watch used previously and record elapsed time. The one put-out of the half should be extended and the score-sheet will be short two of the regular number of put-outs—one for the runner hit by the batted ball and the other because but two were out when the winning run

crossed the plate. A foot-note covering both unusual features must be made, as well as another note that Brouthers batted for Hoffer in the ninth inning.

The scorer will now find that his extensions can be readily made. Running across the work of each batter, he can distinguish at a glance whether the batsman should not be charged technically with a time at bat. Keeler's base on balls in the ninth cuts his total down to four. Gleason's base on balls in the eighth has the same effect. Kelly's goes as it stands, but Doyle's base on balls reduces his total to three. Brodie's total is reduced to two by reason of a sacrifice and a base on balls, and so down the list. Add the extensions and prove whether the work is correct in a very simple way. The total of the at-bat column must equal the actual number of times the batters of each team have been at bat, less the total of the passes and sacrifices recorded. If it does not, the error is in either the times at bat, or in the sacrifice hits or other particular exemptions. In this case, for instance, the entire nine batsmen show that each was actually at bat 4 times—or 36—and two over—38 in all to face the pitcher. The exemptions are sacrifices, bases on balls and hit-by-pitched ball. We find that Adkins and Burchell together allowed 6 passes and that two sacrifices were made by the batsmen under consideration—in all, 8 exemptions. Deducting 8 from 38, we have 30, the number of at-bats already figured out. So it is safe to believe that there is no error.

So, to prove the correctness of the at-bat figures for the other team, we find that the nine men were at bat five times each and one over—total, 46. The passes are two hit batsmen, 5 bases on balls and 3 sacrifices—a total of 10. Deducting 10 from 46, we have 36, the number already found by extension.

The extension of the runs is a simple proposition, but the scorer should not, through carelessness, allow the footing of the run columns to differ from the extensions of his runs-by-innings in another part of the box score sheet. The base hits should be already in shape to foot up, as they have been extended at the time each was made by the batsman. The put-outs are in the form of dots, in each player's space. Add up the dots in each space and mark the result in plain figures. Perform the same office with the assists. The errors should already be in shape, just as the safe hits.

The scorer is now ready to transfer the results of his score book to the box score sheet, but before doing so he may as well prove one other feature susceptible of proof—the number of runners left on bases. The scorer should have a record of the runners left on bases, either on his score book or on his box

score sheet, jotted down at the close of each half inning. To prove whether his work is correct, take the number of actual (not technical) batsmen as already found and subtract the sum of the put-outs and runs scored. For instance: The Orioles had 46 men actually at bat, as was ascertained previously. They made 7 runs and 27 of them were put out—a total of 34 men accounted for. Deducting 34 from 46, we find that 12 must have been left on bases. Taking up the other side, 38 men faced the pitcher. Eight of these crossed the plate, and 26 were put out—34 in all—leaving 4 who must have remained stranded on bases. The box score sheet should appear like the accompanying one on the opposite page when completed.

It will be noted that two lines are used for the one player when he has had to switch from one position to the other, as Gleason and Doyle in this game. The only other thing necessary to impress is the necessity of care in copying. In the matter of the pitchers' summary, for instance, in an eight and one-half-inning game, the scorer who is careless will allow himself to say that each pitcher has pitched 9 innings when one has pitched but 8. So when two or more pitchers appear for one or both of the two teams, the scorer should take care that the total of the work of the two or more pitchers is exactly the total of the various corresponding items as they appear in the "box" above, or in the summary beneath.

In transcribing from the score book, set down the figures for each player, but do not copy the totals. Rather make the additions independently from the figures copied, thus giving a check on the correctness of the transcription. Be sure especially that the put-outs total the required number for a game of the length the score by innings indicates, and, if they do not, see that the reason is adequately explained by the foot-notes.

If the game is shortened for any reason, a foot-note should explain why.

OFFICIAL SCORE

Of Game of Base Ball for the Championship of the League

Played in the City of Baltimore on October 16, 1907

Between the Orioles (Home Club.) B. B. C. and the Ex-Orioles (Visiting Club.) B. B. C.

Player.	AB	R	BH	TB	SH	SF	SB	PO	A	E	Player.	AB	R	BH	TB	SH	SF	SB	PO	A	E
Hall, r.f.	4	0	1	1	0	0	1	1	0		Keeler, rf.	4	2	2	3	0	0	1	1	1	0
Kelly, c.f.	4	1	2	4	0	1	0	0	0		Gleason, ss.	4	1	2	3	0	0	1	1	2	0
O'Hara, lf.	4	0	2	2	0	0	0	1	0		" 2b.								2	1	0
Harmon, c.	4	1	2	2	0	0	0	6	3	0	Kelly, lf.	4	0	0	0	0	0	0	1	1	0
Hunter, 1b.	4	1	2	5	0	0	0	14	0	1	Doyle, 2b.	3	1	1	3	0	0	0	4	2	1
Dunn, 2b.	3	1	1	1	1	0	1	0	1	0	" ss.								3	3	0
Burrell, 3b.	5	1	2	3	0	0	1	0	3	0	Brode, c.f.	2	1	1	1	1	0	0	1	1	1
Beach, ss.	4	1	1	1	0	0	0	3	4	1	Betty, 3b.	3	0	0	0	0	0	0	2	3	1
Adkins, p.	4	1	2	2	0	0	0	0	5	0	Clarke, 1b.	4	1	0	0	0	0	0	7	2	0
Burchell, p.	0	0	0	0	0	0	1	0	1	1	Robinson, c.	3	1	2	2	0	0	0	4	4	1
											Hoffer, p.	2	0	0	0	1	0	0	1	2	0
											*Brothers	1	1	1	1	0	0	0	0	0	0
Totals—	36	7	15	21	2	1	3	25	18	3	Totals—	30	8	9	13	2	0	2	27	22	6

*Robinson out; hit by Brothers
batted ball in ninth inning.

*Batted for Hoffer in ninth inning;
1 No. men out when winning run scored: two

SCORE BY INNINGS:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Totals.
<u>Orioles</u>	0	0	0	0	0	0	2	3	2							7
<u>Ex-Orioles</u>	0	0	1	0	0	2	0	1	4							8

PITCHERS' SUMMARY:

NAME	Innings Pitched	At Bat Opponents	1B. Hits by Opponents	Runs by Opponents	Hit Batmen	Bases Given on Balls	Number Struck Out	Wild Pitches	Balks
Adkins	7	24	7	3	0	3	4	0	0
Burchell	1 2/3	6	2	5	0	3	3	2	1
Hoffer	9	38	15	7	2	5	2	1	1

Two men on bases when Adkins

was relieved; No. men out: none

Charge loss agst. Burchell SUMMARY:

Earned Runs—
Two-base Hits—Burrell, Keeler, Gleason
Three-base Hits—Kelly, Doyle
Home Runs—Hunter
Double Plays—Hall-Hunter, Betty, Gleason
Hit by Pitcher—By Hoffer 2 (Hunter, Dunn).
Passed Ball—By Harman 1; by Robinson 1.

First Base on Errors—Orioles 1; Ex-Orioles 2.
Left on Bases—Orioles 12; Ex-Orioles 4
Weather Conditions—Fair, cool.
Ground Conditions—Fast.
Time—2 h. 5 m.
Umpires—Hurst & Egan

John Jones Official Score

APPENDIX

ANSWERS TO PROBLEMS

ON BASE-HITS AND ERRORS.

- (1) Charge error against shortstop.
- (2) Credit batter base-hit.
- (3) Charge third baseman an error.
- (4) Credit batsman with a hit.
- (5) Charge infielder with an error.
- (6) Credit batsman with a safe hit for as many bases as he gains.
- (7) Credit batsman with a safe hit.
- (8) Credit batsman with a safe hit for one base.
- (9) Charge infielder who made throw with an error. (Throws from comparatively short range are supposed to be on a line. The fact that the ball touched the ground makes it an imperfect throw.)
- (10) Credit batsman with a safe hit.
- (11) Credit batsman with a safe hit.
- (12) Credit batsman with a safe hit.
- (13) Credit batsman with a safe hit. (Error of omission, for which no charge can properly be made.)
- (14) Charge second baseman with an error.
- (15) Charge fielder who dropped ball with an error.
- (16) Charge catcher an error immediately.
- (17) Charge pitcher with a base on balls and a wild pitch, but no other form of error.
- (18) Credit batsman with a safe hit.
- (19) Credit batsman with a safe hit.
- (20) Credit batsman with a safe hit.
- (21) Batsman does not get credit for a safe hit.
- (22) Neither safe hit nor error is to be recorded.
- (23) Credit batsman with a safe hit.
- (24) Credit batsman with a two-base hit.
- (25) Credit batsman with a safe hit.
- (26) Credit batsman with a safe hit. (Put-out at first is illegal, as ball is dead from the moment it strikes the umpire.)
- (27) (a) No error. (b) Charge shortstop with an error.

ON SACRIFICE HITS AND FLIES.

- (28) Not a sacrifice, but a safe hit and time at bat.
- (29) (a) Sacrifice fly. (b) Sacrifice fly.
- (30) Not a sacrifice hit. Charge batsman a time at bat. Runner advances from first to second on the put-out.
- (31) Not a sacrifice hit, as batsman swung hard at the ball.
- (32) Credit batsman with a safe hit.
- (33) Not a sacrifice fly, as no runner scored.
- (34) Not a sacrifice fly, as runner failed to score.
- (35) Sacrifice hit for the batsman.
- (36) (a) Not a sacrifice hit. (b) Not a sacrifice hit. Charge error to the shortstop.
- (37) Credit batsman with a safe hit.

ON FIELDER'S CHOICE AND FORCE HIT.

- (38) Batsman reaches first and runner scores on fielder's choice.
- (39) Runner forced at second on a force hit, batsman reaching first on the play.
- (40) Batsman reaches first on the force hit.
- (41) Batsman reaches first on the force hit and no error is charged.
- (42) Batsman reaches first on the force hit.
- (43) Unlike the five cases immediately preceding, is not necessarily a fielder's choice, depending upon whether the fly was dropped intentionally or unintentionally. It makes no difference, however, as no error is scored and the batsman reaches first on the force hit.
- (44) Very liberal scoring will make this a safe hit for the batsman. Very strict scoring would allow nothing but a fielder's choice to account for both bases advanced. The medium course would be to allow the batsman a sacrifice hit, exempting him from a time at bat.
- (45) As in the immediately preceding case, very liberal scoring would allow the batsman a safe hit. Unlike that case, however, there is no chances to allow the batsman a sacrifice hit and the only other course is to score both runners as advancing on a fielder's choice, charging the batsman a time at bat. The first alternative presented is desirable in this case.
- (46) Fielder's choice on which batsman should be credited with a sacrifice hit.

ON PUT-OUTS AND ASSISTS.

- (47) Give third baseman and shortstop an assist each and second baseman a put-out.
- (48) Credit shortstop, third baseman, catcher, second baseman and pitcher with an assist each and credit shortstop with the put-out also.
- (49) Both runner and batsman are safe. As ball struck fielder before striking base runner, this is not a case of ball striking a base runner.
- (50) Give catcher credit for a put-out and credit pitcher with a strike-out. The batsman is technically out on the foul and not the fly catch.
- (51) Runner advancing from first to second is out, second baseman getting credit for the put-out.
- (52) (a) Credit outfielder an assist and shortstop a put-out. In this case the outfielder does not get charged with an error. (b) Charge outfielder an error for allowing batsman to reach first base. Then credit outfielder with an assist and shortstop with a put-out for making the play at second base.
- (53) Credit pitcher with a put-out. (This play is cited because some scorers are erroneously imbued with the idea that when a fielder fields the ball and has to run to his opponent to touch him out, or has to run to a base to make a force out he is entitled to both an assist and a put-out. The plea is ingenious and not without a certain degree of plausibility, but cannot be allowed.)
- (54) (a) Credit catcher with the put-out. Though ball may be picked up by the first baseman, he cannot make the put-out. (b) Credit player with the put-out.
- (55) No. 3 can legally finish No. 4's turn at bat, beginning his attempt with two strikes and two balls.
- (56) Right fielder should be charged with an error, as he was at fault in not making the put-out at the first opportunity offered. Right fielder should next be credited with an assist and first baseman charged with an error.
- (57) Batsman is credited with a safe hit and base runner is out. Foot-note should be made stating that ——— (insert name of runner) was out, hit by ———'s (insert name of batsman) batted ball in ——— inning.
- (58) Play stands as recorded, in every respect, and error has not been discovered in time to demand a penalty. No. 5's record on book remains blank for the turn.

- (59) Technical infield fly and batsman is out. Credit first baseman with the put-out.
- (60) Credit with an assist each the shortstop, catcher, third baseman, pitcher and first baseman. Charge third baseman an error for not completing the play by reason of dropping the ball. Next credit the third baseman with a put-out for making the new and separate play of putting out the runner who has advanced from second and is illegally attempting to hold base already pre-empted by the farther advanced runner.

ON TIMES AT BAT.

- (61) A scratch cannot be a sacrifice and even though runner advances, batsman must be charged with a time at bat.
- (62) Runner is not advanced, batsman cannot be credited with a sacrifice hit, and is consequently not exempt from a time at bat.
- (63) Batsman must be charged with a time at bat, as a sharp-hit ball cannot be a sacrifice hit.
- (64) Credit batsman with a sacrifice fly and exempt him from a time at bat. Left fielder is not charged with an error, as he retrieves his practical error by forcing runner at second.
- (65) Credit batsman with a sacrifice hit and exempt him from a time at bat.
- (66) Not a sacrifice hit, and batsman must be charged a time at bat. It is a plain force and the runner advances from first to second on the put-out.
- (67) Credit the batsman with a sacrifice hit and exempt him from a time at bat.
- (68) Credit batsman with a sacrifice hit and exempt him from a time at bat.
- (69) Individual judgment must govern a case of this kind. The liberal scorer will call it a sacrifice hit and exempt the batsman from a time at bat. The shortstop will not be given an error. Less liberal scorers will call the play a force, charge the shortstop with an error and charge the batsman a time at bat. The first-named procedure should have the preference.
- (70) Batsman takes first on the catcher's interference and is exempt from the charge of a time at bat.
- (71) Not a sacrifice hit, as no runner scores from third. Batsman should be charged with a time at bat.

ON SCORING RUNS.

- (72) Run does not count.
- (73) Run does not count.
- (74) Run counts.
- (75) Run counts.
- (76) Run counts.
- (77) Run counts.
- (78) Run does not count.
- (79) Runner cannot score unless second and first bases were also occupied when batsman hit the ball.
- (80) Run counts and all runners are compelled to advance one base.
- (81) Run will not be permitted to score.

ON DOUBLE PLAYS AND STOLEN BASES.

- (82) Double play.
- (83) Double play.
- (84) Double play.
- (85) Double play.
- (86) Double play.
- (87) Not a double play.
- (88) Double play.

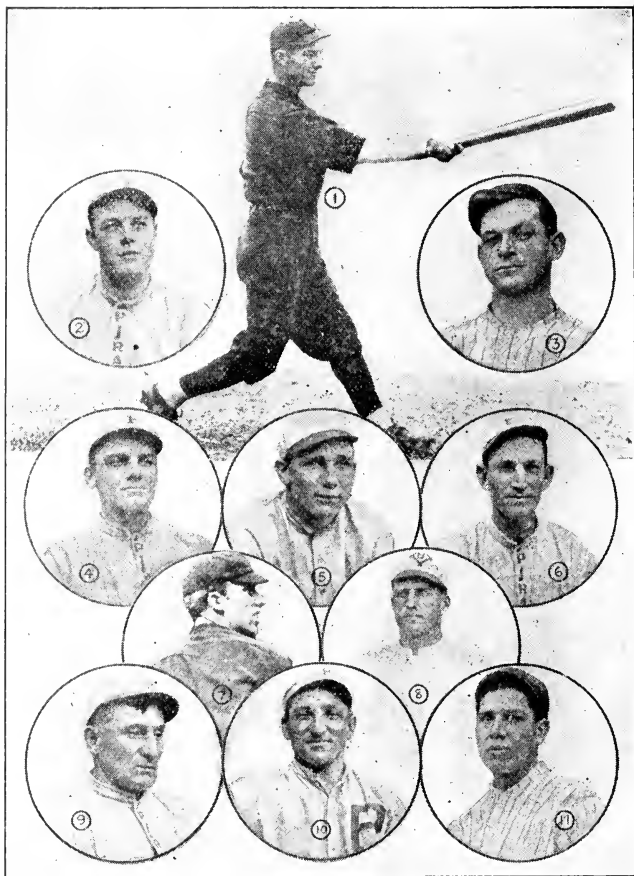
- (89) Stolen base.
- (90) Not a stolen base. Runner advances on the out.
- (91) Not a stolen base. Charge the shortstop with an error and credit the catcher with an assist.
- (92) Not a stolen base.
- (93) Not a stolen base. Runner advances on the fly-out.
- (94) Stolen base and error for the catcher.
- (95) Not a stolen base. Runner advances two bases on the safe hit.
- (96) Neither runner is credited with a stolen base.
- (97) Neither runner is credited with a stolen base. They advance on the passed ball.
- (98) Runner who scores is not credited with a stolen base. He scores on the put-out following the attempted steal of runner on first.

ON CREDIT OR CHARGE OF PITCHERS.

- (99) Credit second pitcher.
- (100) Credit second pitcher.
- (101) Credit third pitcher.
- (102) Charge second pitcher.
- (103) Credit first pitcher.
- (104) Credit second pitcher.
- (105) Charge third pitcher.
- (106) Credit third pitcher.
- (107) Credit second pitcher.
- (108) Credit first pitcher.
- (109) Credit second pitcher.

ON ABRUPT TERMINATIONS.

- (110) Game stands 1 to 1 tie. Records remain up to the last moment of play.
- (111) Game ends with score 4 to 3. Records remain up to the last moment of play.
- (112) Game ends with even fifth inning, score 5 to 4 in favor of last team at bat. All records during sixth inning must be erased.
- (113) Game ends with even seventh inning, score 3 to 2 in favor of team last at bat. All records made during eighth inning must be erased.
- (114) Game ends a 4 to 4 tie. All records are retained up to the last moment of play.
- (115) Game ends with even sixth innning, score 8 to 0 in favor of team first at bat. All records made in seventh inning must be erased.
- (116) Game ends 4 to 4 tie. All records are retained up to the last moment of play.



1, Zimmerman, Chicago, leading batter, most home runs and two-base hits; 2, Hendrix, Pittsburgh, greatest percentage of victories; 3, Tesreau, New York, lowest average of runs earned off pitchers (a new record, see page 149); 4, Carey, Pittsburgh, most sacrifice hits and leading outfielder; 5, Bescher, Cincinnati, leader in stolen bases and most runs; 6, Wilson, Pittsburgh, leader in three-base hits; 7, Egan, Cincinnati, leading second baseman; 8, Daubert, Brooklyn, leading first baseman; 9, Wagner, Pittsburgh, leading shortstop; 10, Lobert, Philadelphia, leading third baseman; 11, Meyers, New York, leading catcher.

Photos by Conlon.

**NATIONAL LEAGUE PLAYERS IN THE SPALDING BASE BALL
HALL OF FAME.**

SPALDING'S SIMPLIFIED BASE BALL RULES

Simplified Base Ball rules have been prepared by Mr. A. G. Spalding of New York and Chicago, who is the recognized authority on the National Game. They are of great assistance to beginners as well as to veterans. Based on the Official Playing Rules, as published in Spalding's Official Base Ball Guide, they state in condensed form all the technicalities that must be observed in the sport without the somewhat dry and formal wording which is necessarily employed by the rule makers to state each fact with great explicitness.

The Ball Ground

Base Ball is played upon a level field, upon which is outlined a square, which is known as the infield or "diamond." The term "diamond," in a broader sense, is also frequently used in the United States to apply to the entire playing field. Literally, however, the "diamond" is the infield proper.

The infield is bounded by the base-running paths, which extend from base to base. The bases are placed at right angles to each other, on each corner of the "diamond," at intervals of ninety feet beginning from the home plate. Thus, first base must be ninety feet from home plate, second base ninety feet from first base, third base ninety feet from second base and also ninety feet from the home plate, thus completing a perfect square.

The territory which lies behind third base, second base and first base, beyond the infield and within the lines defining fair ground and also without these lines, is known as the outfield. All that portion of the field outside of the base lines that extend from home plate to first base and from home plate to third base, all territory behind the home plate and all territory outside of straight lines reaching from the outside corner of third and first bases indefinitely to the outfield is foul ground.

Sometimes it is impossible for boys who desire to play Base Ball to obtain a field sufficiently large for the regulation diamond, whose dimensions have previously been stated, and in such cases an effort should always be made to place the bases at equal distances from each other in order that the symmetry of the diamond and the correct theory of the game may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their amusement, since they are better able to cover the ground in fielding the ball in a smaller area and do not become so fatigued by running the bases when the latter are stationed at their full legal distance from each other.

The bases, except home plate, are best constructed of canvas bags filled with sawdust. Home plate should be of whitened rubber, whenever it is possible to obtain it. Some cruder substance may be used for bases if nothing else is obtainable, but it is best to follow the suggestions given. First, second and third bases should be attached to pegs driven in the ground, and home plate should be sunk so that its upper surface is on a level with the surface of the ground.

The pitcher's position on a diamond of regulation size is located sixty and five-tenths feet from home plate, and on a



"PLAY BALL."

The A. G. Spalding Bronze Championship Trophy for Public Schools Athletic Leagues.

The above group is executed in bronze, the figures being 18 inches high, and was presented to the Public Schools Athletic League of Greater New York by Mr. A. G. Spalding as a perpetual trophy for annual competition between the elementary schools of Greater New York, the winning school to have custody of the statuette for one year. In the first competition, held in 1905, 103 schools were entered, the winner being Public School 46, Manhattan; Public School 10, Brooklyn, won in 1906 and again in 1907; Public School 9 of Brooklyn won it in 1908, Public School 28, Borough of the Bronx, in 1909 and 1910; Public School 152, Brooklyn, in 1911, and Public School 77, Brooklyn, in 1912. The offer was subsequently extended, by request, to other large cities where regularly organized Public Schools Athletic Leagues exist. San Francisco holds a contest yearly, as does also New Orleans and Cleveland.

SPALDING'S ATHLETIC LIBRARY.

straight line, extending from home plate to the center of second base. It, too, should be denoted by a plate of whitened rubber, to be sunk until its upper surface is on a level with the surface of the field. This plate should be the shape of a parallelogram twenty-four inches long by six inches wide, with the longer sides of the parallelogram at right angles to home plate.

If a diamond smaller than the regulation size be used, the pitcher's position should be relatively closer to home plate.

(For detailed description of laying out a "diamond" see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official National League Ball is used in regulation games, but for players fifteen years of age or younger, the Spalding Official "National League Junior" ball, made the same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Mark Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule No. 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over ten ounces and measuring not over fourteen inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all champion players.

(See Rule No. 20 of Spalding's Official Base Ball Guide.)

Players' Uniforms

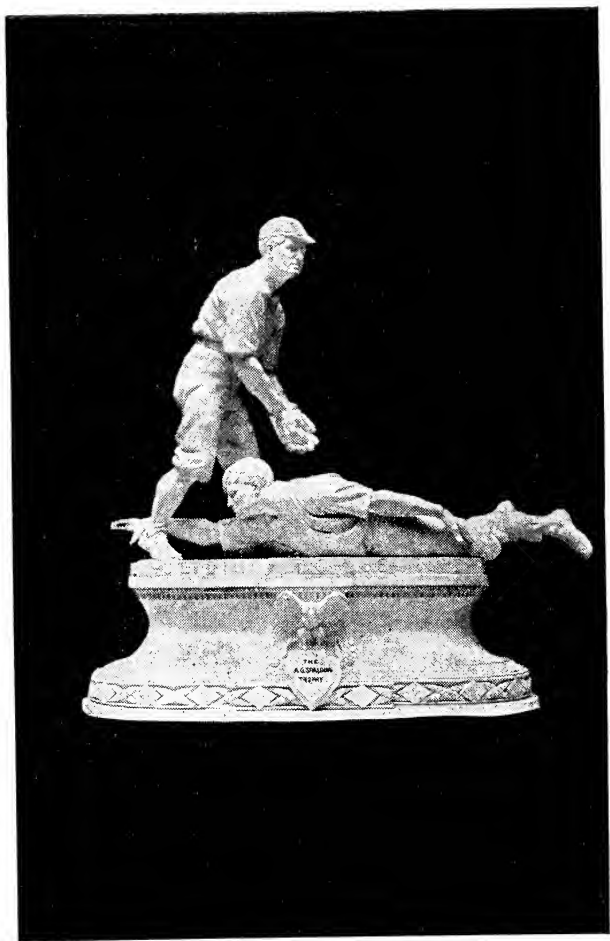
Games played by players not clad in a regular uniform are called "scrub" games and are not recorded as "match" games. Every club should adopt a regular uniform, not only to enable the players to play properly and with comfort, but to distinguish one team from the other.

(See Rule No. 19 of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches back of and on each side of the home plate. They must be not less than twenty-five feet outside of the coaches' lines. The coaches may not go within fifteen feet of the base lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near the bench.

(See Rule No. 21 of Spalding's Official Base Ball Guide.)



"SLIDING TO SECOND."

Bronze Trophy presented by Mr. A. G. Spalding in 1908 to the Public Schools Athletic League of Greater New York, to be competed for annually by the High Schools in that organization. The first winner was Commercial High School, Manhattan, 1908; Morris High School won it in 1909; Commercial High School, Brooklyn, in 1910; Newtown High School, Queens, 1911, and Erasmus High School, Brooklyn, in 1912.

Field Rules

No person shall be allowed upon any part of the playing field except the players in uniform, the manager of each side (and the latter not when the game is in progress, except that he is in uniform); the umpire and the officers of the law. No manager, captain, or player is supposed to address the spectators. In a regular League match this is considered a violation of the rules.

(See Rules Nos. 75-77 of Spalding's Official Base Ball Guide.)

Soiling and Providing Balls

No player shall be allowed to soil a new ball prior to putting it into play.

In League games the home team provides the ball. It is customary in smaller leagues to expect the home team to do the same. The umpire has the custody of the ball when it is not in play, but at the conclusion of the game the ball becomes the property of the winning team.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

Number and Position of Players

Two teams make up each contest with nine players on each side. The fielders are known as the pitcher, the catcher, the first baseman, the second baseman, the third baseman, the shortstop, the left fielder, the center fielder and the right fielder. None of these is required to occupy an exact position on the field, except the pitcher, who must stand with his foot touching the pitcher's plate when in the act of delivering the ball to the batter, and the catcher, who must be within the "catcher's space" behind the batter and within ten feet of home plate. Players in uniform must not occupy seats in the stands or mingle with the spectators.

(See Rules Nos. 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

It is always advisable to have a sufficient number of substitutes in uniform ready to take the field in case any player shall become disabled or be disqualified.

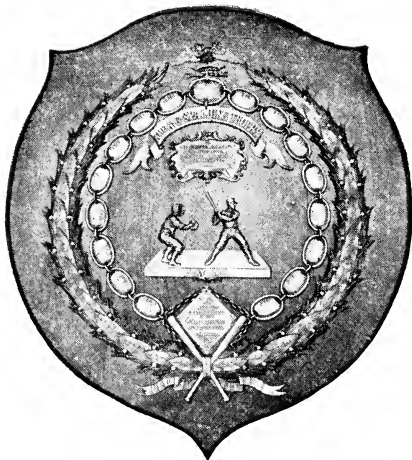
It is the duty of the captain of each team immediately to announce changes of players to the umpire, and the umpire shall announce them to the opposing team and spectators.

When a pitcher is taken from his position his substitute must continue to pitch until the batsman has reached first base or has been put out.

(See Rule No. 28 of Spalding's Official Base Ball Guide.)

Choice of Innings— Fitness of Field for Play

The home team has the choice of innings and determines whether the ground is fit for play providing it has rained before the beginning of the game. If two clubs from the same



THE A. G. SPALDING CHAMPIONSHIP "CHAIN" TROPHY PLAQUE.

Donated by Mr. A. G. Spalding for competition between schools in regularly organized Public Schools Athletic Leagues where a small number of teams compete. Trophies were awarded to the winners in the following cities: Oshkosh, Wis.; Houston, Tex.; Racine, Wis.; San Diego, Cal.; Hartford, Conn.



1. Ramos; 2. Alviado; 3. Alfon; 4. Dunlap, Coach; 5. Anoas; 6. Peres; 7. Salazar; 8. Manuel; 9. Ylanan, Capt.; 10. Baclay; 11. Canete; 12. Pangilinan; 13. Nacorda; 14. Espina.

CEBU HIGH SCHOOL TEAM,
Philippine Interscholastic Champions.

city are playing, the captain of the team on whose ground the game is played has the choice of innings.

(See Rule No. 29 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of the team losing the choice of innings in their respective positions. The first batter of the opposing team is in his "box" at home plate. This "box" is a parallelogram, six feet by four, on either side of home plate, and six inches back from the furthest corner of the plate.

If it is not possible to outline a "box" it should be remembered that the batter is never allowed to step over home plate to strike at the ball, and that he must not run forward toward the pitcher, to exceed three feet from the center of the plate, to strike at the ball.

The umpire may take his position, at his option, either behind the pitcher or the catcher. He judges all balls and strikes, declares all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only by the latter when there is a difference of opinion as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite first base and the other opposite third base, but they must never approach either base to a distance closer than fifteen feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine he must always bat in the order of the man who retires from the game. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

When a substitute takes the pitcher's place in the box he must remain there until the batsman then at bat either is retired or reaches first base.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less of play than the side first at bat it is the winner of the game, provided that the side first at bat has completed five full innings as batsmen. A game is also won if the side last at bat scores the winning run before the third hand is out.

In case of a tie game play continues until at the end of even innings one side has scored more runs than the other, provided that if the side last at bat scores the winning run before the third hand is out the game shall terminate. This latter provision applies to a regular nine-inning game. Rules relative to drawn games and games that are called because of atmospheric disturbances, fire or panic will be found under the head of "Umpire's Duties."

(See Rules Nos. 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

Before pitching the ball the pitcher must face the batsman with both feet squarely on the ground and in front of the

pitcher's plate. When the ball is delivered the pitcher must face the batter and one of his feet must be in contact with the pitcher's plate. Not more than one step must be taken in the act of delivery.

Whenever the ball after being pitched and without striking the ground goes over any part of home plate between the knee and the shoulder of the batsman it must be called a strike, whether the batsman strikes at it or not.

If the pitcher fails to deliver the ball over any part of the plate, or if he delivers it over the plate above the shoulder or below the knee and the batsman declines to strike at it, it is called a ball, or if the bases are unoccupied, any ball delivered by the pitcher while either foot is not in contact with the pitcher's plate shall be called a ball.

If the ball touches the ground before it passes home plate and is not struck at by the batsman, it is a ball and must be called as such by the umpire. If struck at, it is, of course, recorded as a strike.

At the beginning of each inning the pitcher is allowed to throw five balls to the catcher or to an infielder for "warming-up" practice, the batsman refraining from occupying his position in the "box" at home plate.

After the batsman steps into his position the pitcher must not throw the ball around the infield, except to retire a base runner. If he violates this rule and, in the opinion of the umpire, is trying to delay the game, the umpire may call a ball for every throw thus made. If the pitcher occupies more than twenty seconds in delivering the ball to the batter the umpire may call a ball for each offense of this nature.

The pitcher must not make any motion to deliver the ball to the batsman and fail to do so, nor must he feint to throw to first base when it is occupied by a runner and fail to complete the throw. Violation of this rule constitutes a balk which gives all runners who are on the bases at the time an opportunity to advance a base each without being put out.

A balk is also declared when the pitcher throws to any base to catch a runner without stepping directly toward that base in the act of making the throw; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in the act of delivering the ball; when neither foot of the pitcher is in contact with the pitcher's plate in the act of delivering the ball; when in the opinion of the umpire the pitcher is purposely delaying the game; when he stands in his position and makes any motion with any part of his body corresponding to his customary motion when pitching and fails immediately to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball, at which the batsman has not struck, hits the batsman before the catcher touches it, the umpire must call it a dead ball and no base runner can advance. The batsman, however, must be in his position at the time that the ball hits him and must make every effort to get out of the way of the ball if he fears that it will hit him.

If a batsman makes a foul strike, if a foul hit is not caught, if the umpire declares a dead ball, or if a fair hit ball touches a base runner or umpire, if the pitcher makes a balk, or if there is interference with fielder or batsman, the ball is not in play until after it has been returned to the pitcher, standing in his position, and the umpire has given the word to resume play. No base runners may advance when the ball is not in play.

Whenever a person not engaged in the game touches a batted or thrown ball, a block follows. This must at once be announced by the umpire, and runners shall be privileged to advance bases until the ball is thrown to the pitcher, standing in his position. After that they advance at their peril. The pitcher may then throw a runner out wherever he sees a possibility of doing so. Should a spectator retain possession of a blocked ball, or throw it or kick it out of the reach of the fielder who is endeavoring to recover it, the umpire must call "Time," and hold all runners at such bases as they occupied when he called "Time" until after he has permitted play to resume, with the ball returned to the pitcher standing in his position.

(See Rules Nos. 30-37 of Spalding's Official Base Ball Guide.)

Batting Rules

Before the game begins each captain must present the batting order of his team to the umpire, who shall submit it to the captain of the other side. This batting order is followed throughout the game except when a player is substituted for another, the substitute batting in the order of the retired player.

Each player of each nine must go to bat in his regular order unless a substitute has been authorized to take his place.

After the first inning the first batter in each succeeding inning is the player following the man who completed his full time at bat in the inning before. For instance, if a batter has but one strike in the first inning and the third hand be put out while he is at bat, he becomes the first batter in the following inning, not having completed his full time at bat in the inning previous. In such case, any balls and strikes called in the previous inning do not count when he resumes his time at bat.

Players of the side at bat must remain on their seats on the players' bench except when called upon to bat, to coach, or to act as substitute base runners.

No player of the side at bat except the batsman is privileged to stand in the space behind the catcher, or to cross it while the pitcher and catcher are handling the ball.

Players sitting on the bench of the side at bat must get out of the way of fielders who approach them while trying to field a batted or thrown ball.

Any legally batted ball that settles on fair ground (the infield) between home and first base, or between home and third base, or that bounds from fair ground to the outfield inside of first base, or third base, or that touches the person of a player or the umpire on fair ground, is a fair hit.

A fair hit is also any legally batted ball that first falls on fair territory beyond first base or third base.

Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit, should it roll from foul to fair territory between first and home and third and home, and remain there, is a fair hit.

A ground hit that first strikes fair territory and rolls outside of the foul line between first and home, or third and home, is a foul hit.

Any legally batted ball that falls on foul territory beyond

first base, or third base, or that touches the person of a player or an umpire on foul ground, is a foul hit.

A foul tip is the continuation of a strike which has merely been touched by the bat, shoots directly into the hands of the catcher and is held by him.

A bunt hit is legally tapping the ball slowly within the infield by the batsman. If a foul result, which is not legally caught, the batsman is charged with a strike, whether it be the first, second or third strike.

Any hit going outside the ground is fair or foul as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure in which the contest takes place. A legal home run over a wall or a fence can only be made when the wall or fence is 235 feet from the home plate. This rule is not invariably followed in amateur games.

If the batsman strikes at a pitched ball and misses it, a strike is called.

If the batsman fails to strike at a pitched ball which passes over the plate at the proper height, a strike is called.

A foul tip caught by the catcher is a strike.

A foul hit, whether a fly or a ground hit, bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he bunts or is caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike.

If the batsman, with either of his feet out of the batsman's box, hits the ball in any way it is a foul strike and the batsman is out.

If a batsman bats out of turn and it is discovered after he has completed his time at bat, but before the ball has been delivered to the succeeding batsman, the player who should have batted is out, and no runs can be scored, or bases be run, on any play made by the wrong batter. This penalty is not enforced unless the error has been discovered before the ball is delivered by the pitcher to the succeeding batsman.

If the error is discovered while the wrong batsman is at bat, the proper player may take his place, but he must be charged with whatever balls and strikes have already been recorded against the wrong batsman. Whenever this happens the batters continue to follow each other in their regular order.

Should the batsman who is declared out for batting out of order be the third hand out, the proper batsman in the next inning is the player who would have come to bat had the side been retired by ordinary play in the preceding inning.

The batsman is out if he fails to take his position within one minute after the umpire has called for him.

The batsman is out if a foul fly, other than a foul tip, is caught by a fielder, providing the latter does not use his cap, his protector, or any illegal contrivance to catch the ball, and providing the ball does not strike some object other than a fielder before being caught. It has been ruled that when the ball lodges in the catcher's protector by accident and he secures it before it falls to the ground, the catch is fair. This is a very exceptional play.

The batsman is out whenever he attempts to hinder the catcher from fielding or throwing the ball, either by stepping outside of the lines of his position or by deliberate obstruction.

The batsman is out when three strikes are called and first

base is occupied, whether the catcher holds the ball or not, except there be two hands out at the time.

The batsman is out, if, while attempting a third strike, the ball touches any part of his person, and base runners are not allowed to advance.

Before two men are out, if the batsman pops up a fly to the infield with first and second, or first, second and third bases occupied, he is out if the umpire decides that it is an infield hit. The umpire shall immediately declare when the ball is hit whether it is an infield hit or an outfield hit. It is customary for the umpire to call the batter out in case that he decides it an infield hit, so that base runners may be protected and not force each other out through the medium of a double play.

The batsman is out on a bunt that rolls foul if the attempted bunt be made on the third strike.

The batsman is out if he steps from one batsman's box to the other after the pitcher has taken his position to pitch.

(See Rules Nos. 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

After the batsman makes a fair hit in which he is not put out he must touch first, second and third bases, and then the home plate in regular succession in order to score a run.

No base runner may score ahead of the men who precedes him in the batting order, if that player is also a base runner.

The batsman must run to first base immediately after making a fair hit, or when four balls have been called by the umpire, or when three strikes have been declared by the umpire.

If the batsman is hit by a pitched ball, either on his person or clothing, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, and that he used due precaution to avoid it, he is entitled to run to first base without being put out.

The batsman is entitled to run to first base without being put out if the catcher interferes with him or tries to prevent him from striking at the ball.

The batsman is entitled to first base, without being put out, if a fair hit ball hit either the person or clothing of an umpire or a base runner who is on fair ground.

Whenever the umpire sends the batsman to first base after four balls have been called, or for being hit by a pitched ball, or because he has been interfered with by the catcher, all runners on bases immediately ahead of him may advance a base each without being put out. A runner on second or third base with first base unoccupied would not be considered a runner immediately ahead.

Any base runner is entitled to advance one base when the umpire calls a balk.

Any base runner is entitled to advance one base when the ball, after being delivered by the pitcher, passes the catcher and touches any fence or building within ninety feet of the home plate. The penalty in regard to touching a fence or building is frequently waived by mutual consent where the ground area is limited.

If a fielder obstructs a base runner the latter may go to the next base without being put out, providing the fielder did not have the ball in his hand with which to touch the runner.

All base runners may advance three bases whenever a fielder

stops or catches the ball with his cap, glove, or any part of his uniform detached from its proper place on his person.

Should a thrown or pitched ball strike the person or clothing of an umpire on foul ground, the ball is not dead, and base runners are entitled to all the bases they can make.

The base runner shall return to his base without liability of being put out when a foul is not legally caught, when a ground ball is batted foul, or when the batter illegally bats the ball.

On a dead ball the runner shall return to his base without liability of being put out, unless it happens to be the fourth pitched ball to the batter, in which case, if first, or first and second base, or first, second and third bases be occupied, runners shall advance to the next bases in regular order. If by accident the umpire interferes with the catcher's throw, or a thrown ball hits the umpire, on fair ground, the runner must return to his base and is not to be put out. If a pitched ball is struck at by the batsman, but missed, and the ball hits the batsman, the runner must return to his base and may not be put out. If the umpire is struck by a fair hit ball before it touches a fielder, or the umpire declares the batsman or another base runner out for interference. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

If after the third strike has been called and missed by the catcher the then batsman attempts to hinder the catcher from fielding the ball, he is out.

Any fly ball legally hit by the batsman and legally caught on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or throws it to first base, and the first baseman touches the base, or the batsman, before the latter can get to first base, the batsman is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the base line, he is out, except that he may run outside of the line to avoid interference with a fielder trying to field the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

Whenever the runner is on the way from first to second base, second to third base, or third base to home plate, or in reverse order trying to secure the base which he has just left, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder, he is out. However, if a fielder is on the line trying to field a batted ball, the runner may run behind him to avoid interference, and shall not be called out for it.

Interference with a fielder attempting to field a batted ball retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to field the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, to avoid being put out when not on base, he shall be declared out.

If a runner fails to get back to a base after a foul or fair

hit fly ball is caught, other than a foul tip, before the ball is fielded to that base and legally held, or the runner be touched by a fielder with the ball in his hands before he can get back to the base last occupied, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings as the runner strikes it, he cannot be put out.

If a runner is on first base, or runners are on first and second bases, or on first, second and third bases, and the ball shall be legally batted to fair ground, all base runners are forced to run, except in the case of an infield fly (previously referred to), or a long fly to the outfield. Runners may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught, or after a long fly to the outfield is caught, the base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. In such case no base shall be run, unless necessitated by the batsman becoming a base runner. No run shall be scored nor shall any other base runner be put out except the one hit by the batted ball, until the umpire puts the ball in play.

A runner who fails to touch each base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder, provided that the ball has not been delivered to the batsman in the meantime by the pitcher.

If a runner fails to return to the base that he occupied when "Time" was called after the umpire has announced "Play" he is out, provided that the pitcher has not in the meantime delivered the ball to the batsman.

The runner is out if he occupies third base with no one out or one out and the batsman interferes with a play that is being made at home plate.

The runner is out if he passes a base runner who is caught between two bases. The moment that he passes the preceding base runner the umpire shall declare him out.

When the batter runs to first base he may overrun that base if he at once returns and retouches it. An attempt to run to second base renders him liable to be put out.

If, while third base is occupied, the coacher at third base shall attempt to fool a fielder who is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, and thereby draws a throw to home plate, the runner on third base must be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the fielding side, the runner trying for the base shall be declared out.

If a runner touches home plate before another runner preceding him in the batting order, the former loses his right to third base.

(See Rules Nos. 52-57 of Spalding's Official Base Ball Guide.)

Coaching Rules

The coaches must confine themselves to legitimate directions of the base runners only, and there must never be more

than two coaches on the field, one near first base and the other near third base.

(See Rule No. 58 of Spalding's Official Base Ball Guide.)

Scoring of Runs

One run shall be scored every time that a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home on or during a play in which the third man is forced out, or the third man is put out before reaching first base, the runner shall not be entitled to score.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball home until the man has completed the circuit of the bases, the latter is entitled to a home run, provided the fielder has not made a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a hit for one base, which is also known as a single.

A force-out can be made only when a base runner legally loses the right to the base he occupies by the batsman becoming a base runner and he is thereby obliged to advance.

(See Rule No. 59 of Spalding's Official Base Ball Guide.)

Ground Rules

Any special ground rules shall be understood by both team captains and the umpire, or umpires, in case there be two officials. The captain of the home club establishes the ground rules, but if the visiting captain objects, the matter must be left to the umpire, who has final jurisdiction.

(See Rule No. 69 of Spalding's Official Base Ball Guide.)

Umpire's Duties

When there are two umpires, the umpire behind the plate is the "Umpire-in-Chief," and the umpire on the bases the "Field Umpire." The "Umpire-in-Chief" has full charge of the game, makes all decisions on balls and strikes and decides all fair and foul hits. If a ball is hit fair, with a runner on first, he must go to third to make a possible decision; with more than one base occupied, he decides whether a runner on third base leaves the base before a fly ball is caught, and if a runner is caught between third and home, with more than one base occupied he decides on the runner nearest home plate. He, alone, can forfeit a game.

The Field Umpire makes the other decisions.

When there is but one umpire he has complete jurisdiction over everything.

The umpire has the right to call a draw game, whenever a storm interferes, if the score is equal on the last inning played. Calling a "draw game" must not be confounded with calling "time."

If the side second at bat is at bat when a storm breaks, and the game is subsequently terminated without further play, and this side has scored the same number of runs as the other side, the umpire can call the game a draw without regard to the score of the last equal inning. In other words, the game is a draw just as it rests,

Under like conditions if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play"; if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for objecting to decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a player of his own side run for him.

Play may be suspended by the umpire because of rain, and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason.

Umpire's Authority

Under no circumstances shall a captain or player dispute the accuracy of an umpire's judgment and decision on a play. If the captain thinks the umpire has erred in interpretation of the rules he may appeal to the umpire, but no other player is privileged to do so.

(See Rules Nos. 60-77 of Spalding's Official Base Ball Guide.)

General Definitions

"Play" is the order of the umpire to begin the game or to resume it after "Time" has been called.

"Time" is the order of the umpire to suspend play temporarily.

"Game" is the announcement of the umpire that the contest is terminated.

"Inning" is the time at bat of one team and is terminated when three of that team have been legally put out.

"Time at Bat" is the duration of a batter's turn against the pitcher until he becomes a base runner in one of the ways prescribed in the previous rules. In scoring a batter is exempt from a time at bat if he is given a base on balls, if he makes a sacrifice hit, if he is hit by a pitched ball, or if he is interfered with by the catcher.

(See Rules Nos. 78-82 of Spalding's Official Base Ball Guide.)

Scoring Rules

Each side may have its own scorer and in case of disagreement the umpire shall decide, or the captain of each team may agree upon one scorer for the match.

(See Spalding's Official Base Ball Guide for the Scoring Rules, and Spalding's Athletic Library, No. 350—"How to Score," Price 10 Cents.

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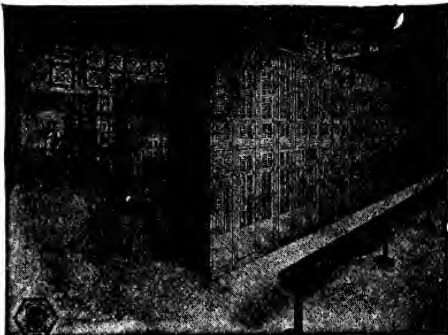
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QUALITY

Durand-Steel Lockers

Wooden lockers are objectionable, because they attract vermin, absorb odors, can be easily broken into, and are dangerous on account of fire.

Lockers made from wire mesh or expanded metal afford little security, as they can be easily entered with wire cutters. Clothes placed in them become covered with dust, and the lockers themselves present a poor appearance, resembling animal cages.

Durand-Steel Lockers are made of finest grade furniture steel and are finished with gloss black, furnace-baked japan (400°), comparable to that used on hospital ware, which will never flake off nor require refinishing, as do paints and enamels.



Some of the 6,000 Durand-Steel Lockers installed in the Public Gymnasiums of Chicago. 12'x16'x42", Double Tier.

Durand-Steel Lockers are usually built with doors perforated full length in panel design with sides and backs solid. This prevents clothes in one locker from coming in contact with wet garments in adjoining lockers, while plenty of ventilation is secured by having the door perforated its entire length, but, if the purchaser prefers, we perforate the backs also.

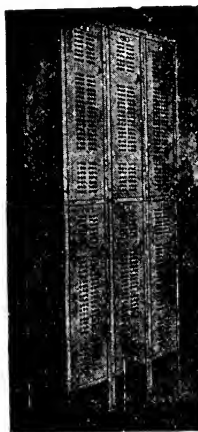
The cost of Durand-Steel Lockers is no more than that of first-class wooden lockers, and they last as long as the building, are sanitary, secure, and, in addition, are fire-proof.

THE FOLLOWING STANDARD SIZES AND THOSE MOST COMMONLY USED:

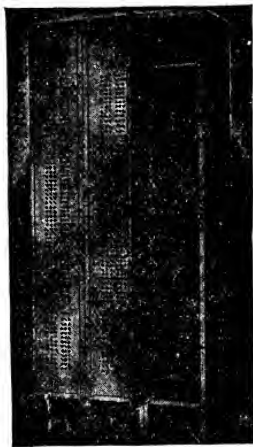
DOUBLE TIER	SINGLE TIER
12 x 12 x 36 inch	12 x 12 x 60 inch
15 x 15 x 36 inch	15 x 15 x 60 inch
12 x 12 x 42 inch	12 x 12 x 72 inch
15 x 15 x 42 inch	15 x 15 x 72 inch

SPECIAL SIZES MADE TO ORDER.

We are handling lockers as a special contract business, and shipment will in every case be made direct from the factory in Chicago. If you will let us know the number of lockers, size and arrangement, we shall be glad to take up, through correspondence, the matter of prices.



Two Lockers in Double Tier



Three Lockers in Single Tier

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A. G. SPALDING & BROS.
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Official
National
League
Baseball
Since 1913



OFFICIAL
BASEBALL
MANAGER

August 9, 1912.

A. G. Spalding & Bros. have furnished the National League with their Official Base Ball since 1878. I consider that the new Cork Center ball that you are now furnishing is the best that the National League has ever used. It is a great step forward in base ball construction.

Yours very truly,

T. J. Lynch
President

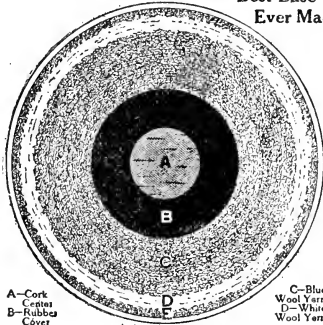
Spalding "Official National League" Ball

REG. U. S. PAT. OFF.

**PATENT
CORK
CENTER**

Patented August 31, 1909

**Best Base Ball
Ever Made**



A-Cork
Center
B-Rubber
Cover

C-Blue
Wool Yarn
D-White
Wool Yarn

E-Blue Wool Yarn

To Those Who Play Base Ball

Every modification we have ever adopted in the construction of our Official League Ball has been decided upon after exhaustive experiments, always with the sole purpose of improving the qualities of the ball. The last improvement was in the core itself. The result is that the 1913 Spalding Official League Ball is the best type of ball we have ever turned out. It is more durable, more uniform in resistance, and holds its spherical shape better than any type of base ball made heretofore by anybody. I consider the 1913 Spalding Official League Ball nearer perfection than any base ball ever made. I personally investigated this improvement when it was first proposed in 1908. I then had an exhaustive series of experiments and tests made to determine whether the core could be improved. I was present at these experiments and found that unquestionably the 1913 type of ball was a great improvement from the standpoint of the ball player as well as the durability of the ball itself. I therefore authorize the following statement:

THE SPALDING 1913 OFFICIAL NATIONAL LEAGUE BALL the same as used since August 1, 1910, without change in size of cork or construction, is the best, base ball that has ever been manufactured and sold by anybody.

A. G. Spalding

THE Spalding "Cork Center" has not only improved the ball, but it has also improved the game. Base ball played with the Spalding "Cork Center" Ball is as far in advance of the game played with an ordinary rubber center ball as the game played with the Spalding "Official National League" Ball of 1909 and before was in advance of the original game with the home made ball composed of a slice from a rubber shoe, some yarn from dad's woolen sock, and a cover made of leather bought from the village cobbler and deftly wrapped and sewed on by a patient mother after her day's work was done.

Base ball to-day is no hazardous amusement, it is a scientific pastime, a sport of almost geometric exactitude. It commands the best that is in men of national prominence, and gives in return the plaudits of millions who testify by their presence and enthusiasm to the wonderful hold which this most remarkable game has upon the feelings of the great American public.

Anything which results in making the game more interesting to the spectators is good for the game itself, providing it does not interfere with the development of the sport as an athletic pastime. With the Spalding "Cork Center" Ball the game is just as interesting in the last inning as in the first, the ball holds its life right through the game and being a more even playing ball than the old rubber center style it makes the game a surer test of the relative skill of the opposing teams.

Spalding Complete Catalogue of Athletic Goods Mailed Free.

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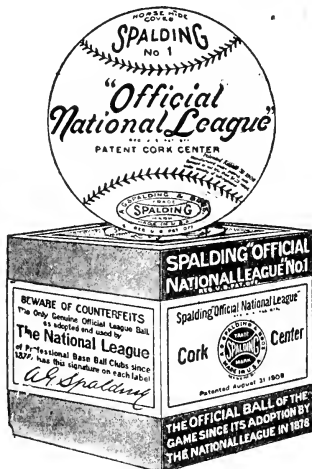
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QUALITY

REG. U. S. PAT. OFF.

Spalding "Official National League" Ball

Patent Cork Center

Patented August 31, 1909



Adopted by the National League in 1878, is the only ball used in Championship games since that time and has now been adopted for twenty years more, making a total adoption of fifty-four years.



This ball has the Spalding "Patent" Cork Center, the same as used since August 1, 1910, without change in size of cork or construction

Each ball wrapped in tinfoil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

No. 1 { Each, . . \$1.25
Per Dozen, \$15.00

The Spalding "Official National League" Ball has
been the Official Ball of the Game since 1878

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Spalding "Official National League" Jr. Ball

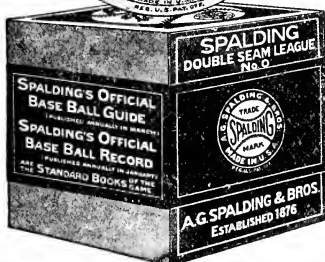
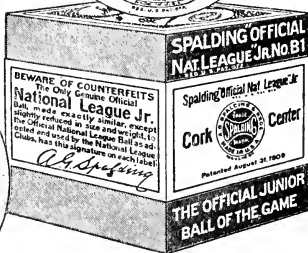
Reg. U.S. Pat. Off.

PATENT CORK CENTER

Patented August 31, 1909

Made with horse hide cover and in every respect, including patent cork center, same as our "Official National League" (Reg. U.S. Pat. Off.) Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

No. B1. "Official National League" Jr.
Reg. U.S. Pat. Off. Each, \$1.00



Spalding Double Seam League Ball

Pure Para Rubber Center

Sewed with double seam, rendering it doubly secure against ripping. The most durable ball made. Horse hide cover, pure Para rubber center, wound with best all-wool yarn. Warranted to last a full game when used under ordinary conditions, but usually good for two or more games.

No. O. Each, \$1.25 Dozen, \$15.00

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Spalding League Rubber Center Ball

No. 1RC. Horse hide cover, pure Para rubber center, wound with best wool yarn; double stitched red and green. Each, \$1.00 Doz., \$12.00



Spalding City League

No. L4. Horsehide cover, and rubber center wound with yarn. Full size and weight. Very well made. Each, 75c. Doz., \$9.00



Spalding National Association Jr.

No. B2. Horsehide cover, pure Para rubber center wound with yarn. Slightly under regulation size. Each, 75c.

Above balls warranted to last a full game when used under ordinary conditions.



Professional

Spalding Professional

No. 2. Horse hide cover, full size. Carefully selected material; first-class quality. In separate box and sealed. Each, 50c.



Lively Bounder

Spalding Public School League

No. B3. Junior size, horse hide cover, rubber center wound with yarn. For practice by boys' teams. Each, 50c.

Spalding Lively Bounder

No. 10. Horse hide cover. Inside is all rubber, liveliest ball ever offered. In separate box and sealed. Each, 25c.



King of the Diamond

Spalding Junior Professional

No. 7B. Slightly under regular size. Horse hide cover, very lively. Perfect boys' size ball. In separate box and sealed. Each, 25c.

Spalding King of the Diamond

No. 5. Full-size, good material, horse hide cover. In separate box. Each, 25c.



Boys' Amateur

Spalding Boys' Favorite Ball

No. 12. Lively, two-piece cover. Dozen balls in box. Each, 10c.

Spalding Boys' Amateur Ball

No. 11. Nearly regulation size and weight. Best for the money on market. Dozen balls in box. Each, 10c.

Spalding Rocket Ball

No. 13. Good bounding ball, boys' size. Best 5-cent two-piece cover ball on the market. Dozen balls in box. Each, 5c.



Public School League



Junior Professional



Boys' Favorite



Rocket

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SPALDING "WORLD SERIES" CATCHERS' MITT

Patented January 2, 1906; March 30, 1909, and including King Patent Paddling, Patented June 23, 1910.

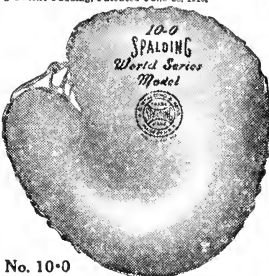
PROFESSIONAL MODEL. KING PATENT PADDING

No. 10-0. Patented Molded Face. Modeled after ideas of greatest catchers in the country. Brown calfskin throughout. King Patent felt padding, hand stitched, may be adjusted readily. Patent laced back; leather lace; metal eyelets; leather strap and brass buckle fastening. Felt lined strap, and heel of hand-piece also felt lined. Leather bound edges. Smaller than our No. 9-0. . . . Each, **\$8.00**

Spalding "Three-and-Out" Catchers' Mitt

Patented January 2, 1906; Patented March 30, 1909.

No. 9-0. Patented Molded Face and hand formed pocket. Brown calfskin throughout. Padded with hair felt; patent lace back; leather lace; metal eyelets; leather strap and brass buckle fastening. Heel of hand piece felt lined. Leather bound edges. Larger than No. 10-0; has not patent King Padding. Each, **\$8.00**

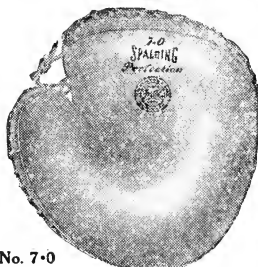


No. 10-0

Spalding "Perfection" Catchers' Mitt

Patented January 2, 1906, March 30, 1909, and including Fox Patent Paddling, Patented February 20, 1912.

No. 7-0. Brown calfskin throughout. Patent combination shaped face, padding of hair felt and Fox Patent Paddling Pocket, so additional padding may be inserted at heel. Extra felt padding supplied with each mitt. Patent laced back and thumb; leather lace; strap-and-buckle fastening. Heel of hand-piece felt lined. Leather bound edges. . . . Each, **\$6.00**



No. 7-0

Spalding "Collegiate" Catchers' Mitt

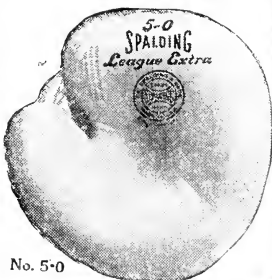
Patented January 2, 1906; March 30, 1909, and including King Patent Paddling, Patented June 28, 1910.

No. 6-0. Molded face. Olive-colored leather, perfectly tanned to enable us to produce necessary "pocket" with smooth surface on face. King Patent felt padding, hand stitched, patent laced back and thumb; leather lace; strap-and-buckle fastening. Heel of hand-piece felt lined. Leather bound edges. Each, **\$5.00**

Spalding "League Extra" Catchers' Mitt

Patented Jan. 2, 1906, Sept. 29, 1906; March 30, 1909.

No. 5-0. Molded face. Tanned buff colored leather, patent felt padding; strap-and-buckle fastening at back; reinforced at thumb; patent laced back. Heel of hand-piece felt lined. Leather bound edges. . . . Each, **\$4.00**



No. 5-0

Spalding "League Special" Catchers' Mitt

Patented January 2, 1906; March 30, 1909.

No. 4-0. Molded face. Tanned brown leather; patent felt padding; reinforced and laced at thumb; patent laced back; strap-and-buckle fastening at back. Heel of hand-piece felt lined. Leather bound edges. Each, **\$3.00**

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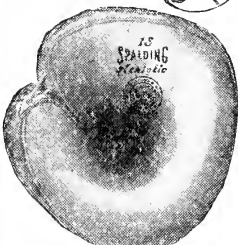
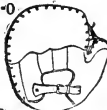
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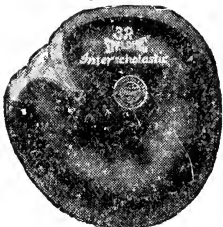


No. 3-O

Showing heavy sole leather
finger protection, which is
the special feature on the
Nos. 3-O and OR Mitts



No. 1S



No. 3R

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Spalding Men's Catchers' Mitts

No. 3-O. "Decker Patent." Brown oak
leather throughout; patent laced back,
reinforced, laced at thumb. Sole leather finger
protection. Each, **\$3.50**

No. OR. "Decker Patent." Black grain
leather throughout; reinforced and laced at
thumb; patent laced back. Sole leather finger
protection. Each, **\$2.50**

No. O. "Interstate." Professional model size.
Brown grain leather face, sides and finger piece,
pearl grain leather back; padded; reinforced,
laced at thumb; patent laced back. Ea., **\$3.00**

No. OA. "Inter-City." Special large size.
Brown grain leather face, green leather sides
and back; reinforced, laced at thumb; patent
laced back. Each, **\$2.50**

No. 1S. "Athletic." Large model. Smoked
horse hide face and finger-piece; reinforced
and laced at thumb; patent laced back. Special
style padding. Each, **\$2.00**

No. 1C. "Back-Stop." Large model. Gray
leather face and finger-piece; brown leather
side and back; padded; reinforced, laced at
thumb; patent laced back. Each, **\$1.50**

No. 1R. "Semi-Pro." Large model. Black
grain leather; reinforced, laced at thumb; pat-
ent laced back. Special padding. Ea., **\$2.00**

No. 2C. "Foul Tip." Oak tanned leather;
padded; reinforced and laced at thumb; back
patent full laced. Each, **\$1.00**

No. 2R. "Association." Large model. Black,
smooth tanned leather face, back and finger-
piece; tan leather sides; padded; reinforced
and laced at thumb. Each, **\$1.00**

Spalding Youths' Catchers' Mitts

No. 3R. "Interscholastic." Large size. Black
leather face, back, finger-piece; sides of brown
leather; reinforced, laced at thumb. Ea., **75c.**

No. 2B. "Youths' League." Junior size.
Pearl colored; smooth tanned leather face and
finger-piece; back and sides of brown leather;
padded; patent laced thumb. Each, **\$1.00**

No. 4. "Public School." Large size. Face,
finger-piece and back brown oak tanned leather;
padded; reinforced, laced at thumb. Ea., **50c.**

No. 5. "Boys' Delight." Face and finger-
piece of brown oak tanned leather; canvas
back; laced thumb; well padded. Each, **25c.**

No. 6. "Boys' Choice." Brown oak tanned
leather; padded; laced thumb. Each, **25c.**

All Styles Made in Rights and Lefts. When Ordering
for Left Handed Players Specify "Full Right."

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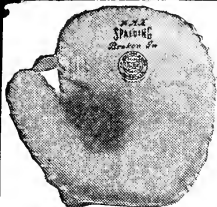
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No. AAX



No. CO



No. 1F



No. 2MF

Made in Rights and Lefts. When
Ordering for Left Handed Players
Specify "Full Right."

Spalding "World Series" Basemen's Mitts

Patented June 28, 1910.

Spalding "Broken-In" Basemen's Mitt

No. **AAX**. Already broken in; ready to put on and play when you buy. Finest buck. King Patent Padding, arranged for insertion of extra padding. Each, **\$5.00**

Professional Models. King Patent Padding

No. **BXP**. Calfskin; leather lacing. Leather strap at thumb. King Patent Padding. Each, **\$4.00**

No. **AXP**. White tanned leather throughout. Leather strap at thumb. King Patent Padding. Each, **\$4.00**

Spalding "League Special" Basemen's Mitt

Patented Feb. 20, 1912

No. **AX**. With Fox Patent Padding pocket, so additional padding may be inserted. Extra felt padding supplied with each mitt. White tanned buckskin face, back and lining; leather lacing all around. Ea., **\$4.00**

Spalding Basemen's Mitts

No. **BXS**. "League Special." Brown calfskin face, back and lining; leather lacing all around. Ea., **\$4.00**

No. **CO**. "Professional." Olive calfskin face, back and lining. Padded; laced all around. Each, **\$3.00**

No. **CX**. "Semi-Pro." Face of tanned buff-color leather, back of firm tanned brown leather, laced all around, padded at wrist and thumb. Each, **\$2.50**

No. **CXR**. "Amateur" (Black.) Black calfskin face, black leather back and lining. Properly padded; laced all around. Each, **\$2.00**

No. **CXS**. "Amateur." Tanned brown grained leather. Correctly padded; laced all around. Ea., **\$2.00**

No. **DX**. "Double Play." Oak tanned leather, padded, laced all around. Each, **\$1.50**

No. **EX**. "League Jr." Black smooth leather, laced all around. Suitably padded. . . Each, **\$1.00**

No. 1F Spalding "League Extra" Pitchers' and Basemen's Mitt

No. **1F**. Face of white buck, balance of brown calfskin; padded; without hump. Laced all around. Ea., **\$3.50**

Spalding Fielders' Mitts

No. **2MF**. Pliable; best for outfielders. Brown calfskin face; extra full thumb, leather lined. Ea., **\$3.00**

No. **5MF**. Specially tanned olive leather, padded with fine felt; leather lined; full thumb. Ea., **\$2.00**

No. **6MF**. Made of white tanned buckskin; leather lined; large thumb; well padded. . . Each, **\$1.50**

No. **7MF**. Good quality pearl colored leather; well padded; leather lined. Each, **\$1.00**

No. **8F**. Black tanned leather, padded; leather lined; reinforced, laced at thumb. Each, **\$1.00**

No. **9F**. Boys' mitt. Oak tanned smooth leather, padded; reinforced and laced at thumb. Each, **50c.**

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Spalding "Broken-In" Infielders' Glove

No. SXL. "Broken-In" style. Professional model. Specially prepared leather. Needs no breaking in, simply slip it on and start playing. Full leather lined. Weltd seams. Each, \$5.00

Spalding "World Series" Infielders' Gloves

Leather Lined. Weltd Seams.

No. BB1. Professional model. King Patent Padding. Finest quality buckskin. Worn by some of the most successful National and American League infielders. Most popular style ever put out. Each, \$4.00

No. AA1. For professional players. Finest buckskin. Regular padding, very little, but in right place. \$4.00

The Spalding "Leaguer" Glove

No. SS. Designed by one of the greatest infielders that ever played base ball. Might call it a special "Shortstop" glove, although it is an all-around style and is equally suitable for any infield player. Best quality buckskin, weltd seams and leather lined throughout. Ea., \$4.00

Spalding Infielders' Gloves

No. PXL. "Professional." Buckskin in this glove is the finest obtainable. Heavily padded around edges and little finger. Extra long to protect wrist. Leather lined throughout. Weltd seams. Each, \$3.50

No. RXL. "League Extra." Black calfskin. Highest quality throughout. Design similar to No. PXL. Full leather lined. Weltd seams. Each, \$3.50

No. PX. "Professional." Finest buckskin, same as in our No. PXL. Padded with felt. Weltd seams. Ea., \$3.00

No. XLW. "League Special." Tanned calfskin. Padded with felt. Extra long to protect wrist. Highest quality workmanship. Full leather lined. Weltd seams. Ea., \$3.00

No. 2W. "Minor League." Smoked horse hide. Professional model, full leather lined; King Patent Padding, as in Nos. SXL and BB1. Weltd seams. Each, \$3.00

No. 2XR. "Inter-City." Professional style, with padded little finger, extra large thumb; weltd seams. Good quality black calf, leather lined throughout. Each, \$2.50

No. 2Y. "International." Smoked horse hide; professional style, with specially padded little finger, extra large thumb, weltd seams. Full leather lined. Ea., \$2.50

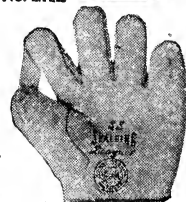
No. PBL. "Professional Jr." Youths' Professional style. Selected velvet tanned buckskin. Same as No. PXL men's. Leather lined throughout. Weltd seams. Each, \$2.50

No. 3X. "Semi-Pro." Good quality gray buck tanned leather. Large model. Correctly padded; weltd seams. Leather lined throughout. Each, \$2.00

No. 2YA. "Either Hand." For right or left hand, fitting either equally well. Special quality smoked horse hide; weltd seams. Leather lined throughout. Ea., \$2.50



No. SXL



No. SS



No. 2W



No. 2YA

Above Gloves are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our diverted seam (Patented March 10, 1908) between fingers, adding considerably to durability of the glove.

All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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Spalding Infielders' Gloves



No. 3XR



No. XLA



No. 10



No. 16

No. 3XR. "Amateur." Good quality black tanned leather, correctly padded, and extra large thumb; welted seams. Leather lined throughout. . . . Each, \$2.00

No. 4X. "Association." Good quality brown tanned leather, nicely padded; leather lined throughout, with inside hump; welted seams. Good value. Each, \$2.00

No. 11. "Match." Professional style glove; special tanned olive colored leather throughout; welted seams; correctly padded; full leather lined. . . . Each, \$1.50

No. XL. "Club Special." Made of special white tanned leather, correctly padded on professional model; welted seams; leather lined. . . . Each, \$1.50

No. XLA. "Either Hand." For right or left hand. Special white tanned leather, correctly padded; welted seams; leather lined. . . . Each, \$1.50

No. ML. "Diamond." Special model, very popular. Smoked sheepskin, padded; full leather lined. Ea., \$1.50

No. XS. "Practice." White velvet tanned leather; welted seams; inside hump; full leather lined. Each, \$1.25

No. 15. "Regulation." Men's size. Brown tanned leather, correctly padded; palm leather lined. Ea., \$1.00

No. 15R. "Regulation." Men's size. Black tanned leather, padded; inside hump; palm leather lined. Each, \$1.00

No. 10. "Mascot." Men's size. Olive tanned leather, padded; popular model; welted seams; palm leather lined. . . . Each, \$1.00

No. 12. "Public School." Full size. White chrome tanned leather, correctly padded; inside hump; palm leather lined. . . . Each, 75c.

No. XB. "Boys' Special" Boys' Professional Style; good quality special tanned white leather, welted seams; leather lined throughout. . . . Each, \$1.00

No. 12R. "League Jr." Full size. Black smooth tanned leather, lightly padded, but extra long; palm leather lined; welted seams; inside hump. Each, 75c.

No. 16. "Junior." Full size; white chrome tanned leather, lightly padded, but extra long; palm leather lined. . . . Each, 50c.

No. 16W. "Star." Full size; white chrome tanned leather, welted seams; correctly padded; palm leather lined. . . . Each, 50c.

No. 17. "Youths." Good size, special brown smooth tanned leather, nicely padded; inside hump, palm leather lined. . . . Each, 50c.

No. 14. "Boys' Amateur." Youths' professional style. Special tanned white leather correctly padded and inside hump; palm leather lined. . . . Each, 50c.

No. 18. "Boys' Own." Oak tanned leather, padded; with inside hump; palm leather lined. . . . Each, 25c.

No. 20. "Boys' Favorite." Oak tanned leather, properly padded; palm leather lined. . . . Each, 25c.

Above Gloves are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our diverted seam (Patented March 10, 1908) adding considerably to durability of the gloves.

All Styles Made in Rights and Lefts. When Ordering for Left Handed Players Specify "Full Right."

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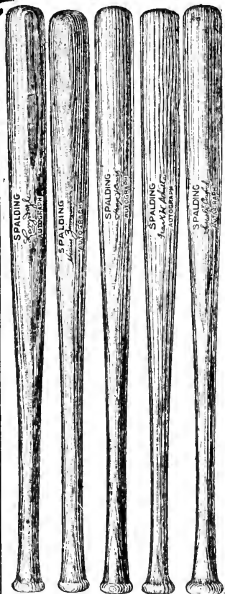
Spalding "Players' Autograph" Bats

No. 100. We have obtained permission from prominent National and American League players to include in our line duplicates of bats they are actually using and which we supply them with, and these "Players' Autograph" Bats, bearing signature of player in each case, represent their playing bats in every detail. Finest air dried second growth straight grained white ash, cut from upland timber, possessing greater resiliency, density, strength and driving qualities than that of any other wood. The special oil finish on these bats hardens with age and increases the resiliency and driving power of the bat. Each, \$1.00

In stock in all Spalding stores in models listed on this page. Give name of player when ordering.

Can also supply on special orders Donlin, Oakes, Keeler and Evers Models.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players always should have two or more bats in reserve.



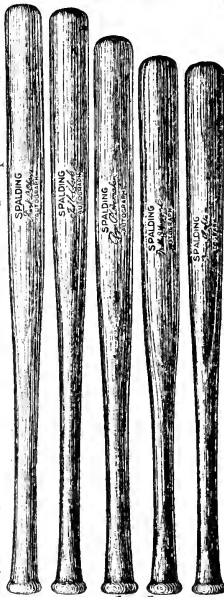
Raymond AUTOGRAPH MODEL
Largest and heaviest bat (except Meyers special model) used by any professional ball player. Weights from 51 to 55 ounces. Length 35 in.

Glenn Zimmerman AUTOGRAPH MODEL
One of the best all around models ever produced. Medium small handle and well distributed striking surface. Equally suitable for the full swing and for the choke style of batting. Weights from 49 to 45 ounces. Length 34 inches.

Harry Davis AUTOGRAPH MODEL
Well balanced, comparatively light weight, with sufficient wood to give splendid driving power. Weights from 36 to 40 ounces. Length 34 1/2 in.

Frank M. Schute AUTOGRAPH MODEL
Very small handle, and balanced so that with a full swing, terrific driving power results. Weights from 37 to 41 ounces. Length 35 inches.

Samuel B. Crawford AUTOGRAPH MODEL
Splendid model, comparatively small handle, well balanced. Weights from 40 to 44 oz. Length 35 in.



Frank R. Chance AUTOGRAPH MODEL
Extra large heavy bat with thick handle. Weights from 44 to 48 ounces. Length 35 inches.

Ed Clarke AUTOGRAPH MODEL
Different model from that formerly used by Clarke, improved in balance, model and length. Weights from 39 to 43 ounces. Length 34 1/2 inches.

Agnes O. Anderson AUTOGRAPH MODEL
Short bat, large handle, well rounded end. Weights from 40 to 44 ounces. Length 32 in.

Milly J. Huggins AUTOGRAPH MODEL
Short bat, small handle, but body quite thick. Weights from 38 to 42 ounces. Length 32 inches.

Tommy Elledge AUTOGRAPH MODEL
The smallest, shortest and lightest bat used by any professional player. Specially adapted to small or light men. Weights from 35 to 39 ounces. Length 31 inches.

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SPALDING SPECIAL MODEL BATS

For over thirty years we have been turning out special model bats to suit the leading players of the prominent professional leagues, and our records will show hundreds of different bats made in accordance with the ideas of individual players, many of whom have been league record makers. "Chief" Meyers writes:

I have found your bats to be the very best bats obtainable anywhere and in every respect satisfactory. It is a pleasure to give you permission to use my name on your Autograph Bats, applying same to my personal model, which permission is hereby granted.

(Signed) *J.T. Meyers* New York "Giants."

We can supply, on special orders, Special Model Bats, same as made for the following most famous batsmen on the National League and American League teams:

BAKER, Philadelphia, American League Model B	MEYERS, New York, National League Model M
CALLAHAN, Chicago, American League Model C	OLDRING, Philadelphia, American League Model O
DEVORE, New York, National League Model D	PASKERT, Philadelphia, National League Model P
FLETCHER, New York, National League Model F	SPEAKER, Boston, American League Model S
HERZOG, New York, National League Model H	THOMAS, Philadelphia, American League Model T
LUDERUS, Philadelphia, National League Model L	WHEAT, Brooklyn, National League Model W

The originals from which we have turned Spalding Special Model Bats for players named we hold at our bat factory, making duplicates on special order only. These Spalding Special Model Bats do not bear the players' autographs.

Spalding Special Model Bats, ^{Not Carried in Stock} Made to Order Only Professional Oil Finish. Each, \$1.00

WE REQUIRE AT LEAST TWO WEEKS' TIME FOR THE EXECUTION OF SPECIAL BAT ORDERS

SPALDING "ALL STAR" MODEL BATS

No. 100S. We have made up six what might be called "composite" models, combining the features of several in one bat, and we offer in these "All Star" Bats a line which possesses the most desirable features for amateurs or professionals. Timber same as in the Spalding "Players' Autograph" Bats. . . Each, \$1.00
Furnished in six models of various lengths and weights. Mention Model Number when Ordering.

SPALDING BROWN OIL-TEMPERED BATS

No. 100D. Same quality as our "Players' Autograph" and "All Star" Models. Furnished in a most popular assortment. Special preparation used on this grade is similar to that which many professional players use. . . . Each, \$1.00

SPALDING PROFESSIONAL OIL FINISH BATS

No. 100P. This line is the result of exhaustive experiments and tests conducted in our bat factory. Timber same as "Players' Autograph" and "All Star." Ea. \$1.00
Furnished in twelve models of various lengths and weights. Mention Model Number when Ordering.

SPALDING GOLD MEDAL NATURAL FINISH BATS

No. 100G. Timber is same as we use in the "Players' Autograph," the "All-Star," and the "Professional Oil Finish" bats. Each, \$1.00
Furnished in twelve models of various lengths and weights. Mention Model Number when Ordering.
Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

SPALDING TRADE-MARK BATS

No. 75. Record. From the most popular models, light antique finish. One dozen in crate (lengths, 30 to 35 inches; weights 36 to 42 ounces). Each, 75c.	No. 50B. Spalding Junior Special finish. Specially selected models. Lengths and weights proper for younger players. Ea., 50c.
No. 50M. Mushroom. Plain, special finish. This is a fine all-around bat. Each, 50c.	No. 25B. Junior League, plain, extra quality ash, spotted burning. Ea., 25c.
No. F. Fungo. Hardwood, 38 in. long, thin model. Professional oil finish. Each, \$1.00	No. 10B. Boys' League, good ash, varnished. Ea., 25c.
No. 50W. Fungo. Willow, light weight, full size bat, plain handle. Each, 50c.	
No. 50T. Men's Taped League, ash, extra quality, special finish. Each, 50c.	
No. 50. Men's League, ash, plain handle. " 50c.	
No. 25. Men's City League, plain handle. " 25c.	

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN.
DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH ABUSE OR IMPROPER USE.

For Lengths and Weights of Bats listed on this page, see Spalding 1913 Spring and Summer Catalogue.

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No. 10-0W



No. 8-0



No. 4-0



No. 0-P



No. 0-X



No. B.

Spalding "World Series" Open Vision Special Welded Frame Mask

PATENTS APPLIED FOR

No. **10-0W**. Heavily padded; special welded frame. Has the best features of mask manufacture that have come to us during the many years since we put out the first really practical base ball catchers' mask. Weight is as light as consistent with absolute safety; padding conforms to the face with comfort. Each, **\$5.00**

Spalding Open Vision Specially Soldered Frame Masks

PATENTS APPLIED FOR

No. **8-0**. Heavily padded, soldered and reinforced frame of special steel wire, heavy black finish. Reinforced with hard solder at joining points. This feature of maximum strength, together with our patented open vision, has the endorsement of the greatest catchers in the National and American Leagues. Each, **\$5.00**

No. **9-0**. Lightly padded, but otherwise similar in construction to our No. 8-0. Some catchers prefer the light padding that we use in our No. 9-0 style to the heavy padding with extra forehead pad, as in the No. 8-0. . . . Each, **\$5.00**

Spalding "Special Soldered" Mask

No. **6-0**. Each crossing of the wires heavily soldered. Extra heavy wire frame, black finished; improved padding on sides, special forehead pad and molded leather chin-piece; elastic head-band and detachable cloth sun-shade. . . . Each, **\$4.00**

Spalding Open Vision Umpires' Mask

No. **5-0**. Open vision frame. Has neck protecting attachment and a special ear protection; nicely padded. Safest and most convenient. . . . Each, **\$5.00**

Spalding "Sun Protecting" Mask

No. **4-0**. Patent molded leather sun-shade, protecting eyes without obstructing view. Heavy steel wire, black finish. Padded leather chin-strap, improved design; hair-filled pads, including forehead pad, special elastic head-band. Each, **\$4.00**

Spalding "Neck Protecting" Mask

No. **3-0**. Neck protecting arrangement affords positive protection. Finest heavy steel wire, black finish; hair-filled pads, special elastic head-strap. Each, **\$3.50**

Spalding "Semi-Pro" League Mask

No. **0-P**. Black annealed steel wire. Continuous side pads, leather covered, hair-filled; forehead pad; leather chin-strap; elastic head-band. Each, **\$2.50**

Spalding "Regulation League" Masks

No. **2-0**. Black annealed steel wire. Hair-filled padding of improved design, including forehead pad, molded leather chin-strap; elastic head-band. Ea., **\$2.00**

No. **0-X**. Men's. Heavy annealed steel wire, finished in black. Improved, leather covered pads, including forehead pad, molded leather chin-strap. Ea., **\$1.50**

No. **0XB**. Best youths' mask. Black finish, soft annealed steel wire, similar quality throughout to No. 0X. . . . Each, **\$1.50**

No. **A**. Men's. Black enameled steel wire, leather covered pads, forehead pad and molded chin-strap. . . . Each, **\$1.00**

No. **B**. Youths'. Black enameled steel wire, similar in quality throughout to No. A, but smaller in size. . . . Each, **\$1.00**

No. **C**. Black enameled; pads covered with leather, wide elastic head-strap, leather strap-and-buckle. . . . Each, **50c.**

No. **D**. Black enameled; smaller than No. C; substantial for boys. Each, **25c.**

Spalding Complete Catalogue of Athletic Goods Mailed Free.

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SPALDING BASE BALL UNIFORMS

Complete set of sample cards, showing swatches of various colors and qualities of material that we actually furnish in our Base Ball Uniforms, will be mailed on application to any team, together with measurement blank and full instructions for measuring players for uniforms.

Spalding "World Series" Uniform No. O.	Complete, \$15.00	
Net price to clubs ordering for <i>Entire Team</i> .	Suit, \$12.50	
Spalding "League" Uniform No. 1-T.	Complete, \$12.50	
Net price to clubs ordering for <i>Entire Team</i> .	Suit, 10.00	
Interscholastic Uniform No. 2.	Complete, \$9.00	
Net price to clubs ordering for <i>Entire Team</i> .	Suit, 7.50	
Minor League Uniform No. M.	Complete, \$9.00	
Net price to clubs ordering for <i>Entire Team</i> .	Suit, 7.50	
City League Uniform No. P.	Complete, \$7.50	
Net Price to clubs ordering for <i>Entire Team</i> .	Suit, 6.00	
Club Special Uniform No. 3.	Complete, \$6.00	
Net price to clubs ordering for <i>Entire Team</i> .	Suit, 5.00	
Amateur Special Uniform No. 4.	Complete, \$4.00	
Net price to clubs ordering for <i>Entire Team</i> .	Suit, 3.50	
Spalding Junior Uniform No. 5.	Complete, \$3.00	
Net price to clubs ordering <i>nine or more uniforms</i> .	Suit, 2.50	
Spalding Youths' Uniform No. 6. Very well made of good quality Gray material.	Complete, 1.00	

ABOVE UNIFORMS CONSIST OF SHIRT, PANTS, CAP, BELT AND STOCKINGS.

SPALDING BASE BALL SHOES



Lightest Base Ball
Shoes ever made.

No. FW. "Featherweight." Kangaroo uppers, white oak leather soles; hand sewed, strictly bench made. Has special edge and vamp protector (Patent applied for), which takes the place of ordinary pitchers' toe plates. Leather laces. Per pair, \$7.50

Sizes and Weights of Spalding "Featherweight"
No. FW Base Ball Shoes

Size of Shoes.	5	6	7	8	9
Weight, per pair.	18 oz.	18 1/2 oz.	19 oz.	20 oz.	21 oz.

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30-S.

No. 30-S. "Sprinting." Kangaroo leather uppers, white oak leather soles. Built on our famous running shoe last. Strongly made, light in weight. Hand sewed and strictly bench made. Leather laces. Per pair, \$7.00

No. 0. "Club Special." Selected satin calfskin. High point carefully tempered carbon steel plates hand riveted to heels and soles. Per pair, \$5.00

No. 0S. Same as No. 0, but with sprinting style flexible soles. 5.00

No. 35. "Amateur Special." Leather, machine sewed. High point tempered carbon steel plates hand riveted to heels and soles. Pair, \$3.50 ★ \$39.00 Doz.

No. 37. "Junior." Leather, regular base ball shoe last. Plates hand riveted to heels and soles. Excellent for money, but not guaranteed. Pair, \$2.50 ★ \$27.00 Doz.

Juvenile Base Ball Shoes

No. 38. Made on special boys' size lasts. Good quality material throughout and steel plates. Furnished in boys' sizes, 12 to 5, inclusive, only. Per pair, \$2.00

Prices printed in italics opposite items marked with ★ quoted on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

SPECIAL NOTICE. Keep the uppers and soles soft by applying Spalding Waterproof Oil. It will greatly add to wear of shoes. Can 25 Cents.

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BOOKS FOR ATHLETES

SPALDING
"RED COVER" SERIES
No. 17R.

OLYMPIC GAMES

Edited by J. E. Sullivan, American Commissioner to the Olympic Games, Stockholm, Sweden, 1912. The only book that contains all the records made in Sweden, with winners at previous Olympiads and best Olympic records; list of members of the American team; how the team trained on the Finland, which was chartered especially to convey the athletes, and incidents of the trip; ceremonies at the opening, and other interesting accounts. Profusely illustrated with scenes at Olympic Games and pictures of prominent competitors.

PRICE 25 CENTS.



SPALDING
"RED COVER" SERIES
No. 1R.

ATHLETIC ALMANAC

Edited by J. E. Sullivan, Secretary-Treasurer of the Amateur Athletic Union of the United States. Spalding's Official Athletic Almanac is the only publication that contains all authentic amateur records in track and field events, swimming and skating; collegiate records; dual meets; the year in athletics; All America selections; British and Continental records; comparative records of American and British performances, and a great deal of other interesting data. Illustrated with numerous pictures of leading athletes in action.

PRICE 25 CENTS.

CATALOGUE 1913



IT'S A SPALDING

New Things in Base Ball for 1913

If you want to know what is new in Base Ball equipment for this year—new bats, new mitts, new gloves, new masks, the latest in uniforms and shoes—send your name and address to the nearest Spalding store (see list on inside front cover) and you will receive a copy of the new Spalding catalogue free by return mail. It also contains group pictures of the world champions, the Boston Red Sox; the National League champions, the New York Giants, and action pictures of prominent players and world series scenes; also the latest in lawn tennis, golf and all spring and summer sports.

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Spalding Roll Collar Sweaters

The Nos. AA, A and B Sweaters, listed below, are made of special quality worsted, exceedingly soft and pleasant to wear. For straight athletic wear there is no garment more useful than these regular roll collar sweaters which we have been making in our factories for over twenty-five years. Full fashioned to body and arms and put together by hand, not simply stitched up on a machine, as are the majority of garments sold as regular made goods. All made with 9-inch roll collars. Sizes: 28 to 44 inches.



No. AA

than in No. AA. Carried in stock in Gray or White only. See list below of colors supplied on special orders. Roll collar.

Each, \$6.00 ★ \$66.00 Doz.

No. B. Heavy weight, but lighter worsted than in No. A. Carried in stock in Gray or White only. See list below of colors supplied on special orders. Roll collar. . Each, \$5.00 ★ \$54.00 Doz.

No. AA. The proper style for use after heavy exercise, inducing copious perspiration, for reducing weight or getting into condition for athletic contests. Particularly suitable also for Foot Ball and Skating Heaviest sweater made. Carried in stock in White or Gray only. See list below of colors supplied on special orders.

Each, \$8.00

★ \$84.00 Doz.

No. A. "Intercollegiate." Special weight worsted, lighter



SHAKER SWEATER

No. 3. Good quality all wool sweater, Shaker knit, well made throughout. Sizes: 30 to 44 inches. Standard weight, slightly lighter than No. B. Carried in stock in Gray or White only. See list below of collars supplied on special orders. Roll collar. . . . Each, \$4.00 ★ \$45.00 Doz.

We allow four inches for stretch in all our sweaters, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.

PLAIN COLORS—Sweaters on this page are supplied in any of the colors designated, at regular prices. Other colors to order only in any quality, 50c. each garment extra.

SPECIAL ORDERS—In addition to stock colors mentioned, we also supply any of the sweaters listed on this page, without extra charge, on special orders only, not carried in stock, in any of the

following colors: **BLACK**
NAVY

CARDINAL
DARK GREEN

SEAL BROWN
SCARLET

MAROON
COLUMBIA BLUE

N. B.—We designate three shades which are sometimes called RED. They are Scarlet, Cardinal, Maroon. Where RED is specified on order, we supply Cardinal.

SPECIAL NOTICE—Solid color sweaters with one color body and another color (not striped) collar and cuffs furnished in any of the colors noted, on special order, at no extra charge.

PRICES SUBJECT TO CHANGE WITHOUT NOTICE

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

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SPALDING COAT JERSEYS

No. 10C. Worsted, same grade as No. 10P Plain (listed on Page 100). Solid stock colors (not striped), or one solid stock color body and sleeves with different stock color solid trimming (not striped) on cuffs, collar and front edging. Pearl buttons. Each, \$3.50 ★ \$39.00 Doz.

SPALDING STRIPED JERSEYS

Following sizes carried in stock regularly in all qualities: 28 to 44 inch chest. Other sizes at an advanced price.

We allow two inches for stretch in all our Jerseys, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.



No. 10C

No. 10PX. Special quality worsted, fashioned; solid stock color body, with stock color striped sleeves, usually alternating two inches of same color as body, with narrow stripes of any other stock color. Colors as noted. . . Each, \$3.25 ★ \$33.00 Doz.

No. 12PX. Good quality worsted; solid color body, striped sleeves, usually alternating two inches of same color as body, narrow stripes of some other color. Colors as noted. Each, \$2.75 ★ \$30.00 Doz.



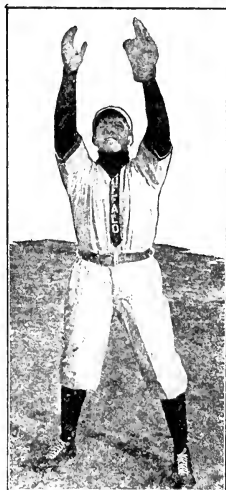
Nos. 10PX and 12PX

No. 12PW. Good quality worsted; solid stock color body and sleeves, 6 in. stock color stripe around body. Colors as noted. Each, \$2.75 ★ \$30.00 Doz.

STOCK COLORS of Nos. 10PX, 12PX and 12PW
BLACK AND ORANGE Jerseys
NAVY AND WHITE
BLACK AND SCARLET
ROYAL BLUE AND WHITE
COLUMBIA BLUE AND WHITE
SCARLET AND WHITE
MAROON AND WHITE

Second color mentioned is for body stripe or for stripes on sleeves. Other colors than as noted above to order only, not more than two colors in any garment, 50c. each extra.

SPALDING COTTON JERSEYS



No. 12PW

No. 6. Cotton, good quality, fashioned, roll collar, full length sleeves. Colors: Black, Navy Blue, Gray, and Maroon only. Each, \$1.00 ★ \$10.80 Doz.

No. 6X. Cotton, as No. 6, but with striped sleeves in following combinations only: Navy with White or Red Stripe; Black with Orange or Red Stripe; Maroon with White Stripe. Ea., \$1.25 ★ \$13.20 Doz.

PRICES SUBJECT TO CHANGE WITHOUT NOTICE

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

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A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

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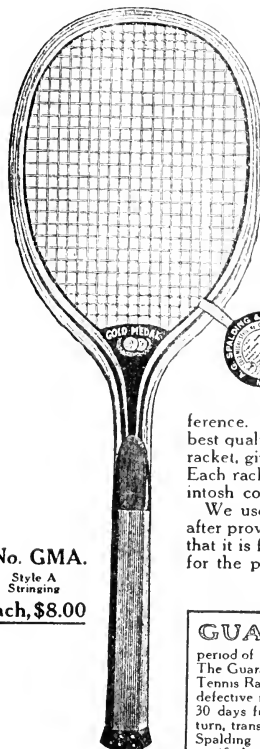


TRADE-MARK

GUARANTEES
QUALITY

Spalding Gold Medal Rackets

Patented January 3, 1905; June 12, 1906.



STYLE
A

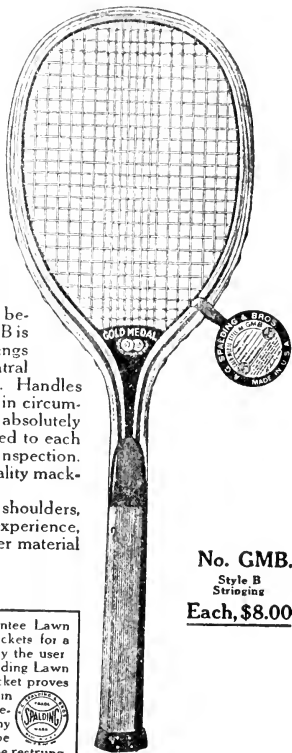
THE success we have met with in putting out this racket accompanied by the broadest guarantee ever given on an article of this kind is the best evidence as to the truth of our assertions regarding the great care which we exercise in watching every detail of its manufacture. The racket is sold upon its own reputation and the Spalding Guarantee is your assurance of satisfaction.

The difference between Styles A and B is in the additional strings reinforcing the central portion of the latter. Handles 5.5 $\frac{1}{2}$ and 5 $\frac{3}{4}$ inches in circumference. Stringing of clearest and absolutely best quality lambs' gut. Tag attached to each racket, giving particulars of special inspection. Each racket enclosed in special quality mackintosh cover.

We use a dogwood insertion in shoulders, after proving to our satisfaction, by experience, that it is far superior to cane or other material for the purpose.

GUARANTEE

We guarantee Lawn Tennis Rackets for a period of 30 days from date of purchase by the user. The Guarantee Tag attached to each Spalding Lawn Tennis Racket reads as follows: If this Racket proves defective in workmanship or material within 30 days from date of purchase, please return, transportation charges prepaid, to any Spalding Store, and the defect will be rectified. Imperfectly strung Rackets will be restrung, and in the event of a broken frame due to workmanship or defective material, the Racket will be replaced. Notice.—This Guarantee does not apply to Rackets weighing less than 13 ounces.



STYLE
B

No. GMA.

Style A
Stringing

Each, \$8.00

No. GMB.

Style B
Stringing

Each, \$8.00

We urge that at the conclusion of play this Racket be rubbed dry, and when not in use be covered with a Waterproof Cover, placed in a Racket Press, and the gut occasionally gone over with Spalding Tennis Gut Preservative. **KEEP YOUR RACKET IN A DRY PLACE, otherwise the Guarantee is void.**

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TRADE-MARK

GUARANTEES
QUALITY

SPALDING Championship Tennis Ball

PERFECT INFLATION

PERFECT COVERING

PERFECT SEWING

ON the record made by the Spalding Championship Tennis Ball so far we are willing to base our claims for superiority, and wherever the ball is used, either in a tournament or regular play, we are certain our judgment will be confirmed. Absolutely best in every particular of manufacture and made by people who have been in our employ, many of them, for twenty years and over, we place the Spalding Championship Tennis Ball before the most critical clientele in the athletic world with perfect confidence that it will give absolute satisfaction.

No. 00. Per dozen, \$5.00

Three balls only. . . . 1.25

One or two balls. Each, .45



Wright & Ditson Championship

No. 5. So well known that comment as to its qualities is unnecessary. Per doz., \$5.50

On orders for NOT less than 1 gross. . . Per gross, \$60.00



Tournament

No. 0. In the manufacture of the Spalding Championship Ball only those which are absolutely perfect in every particu-



lar are allowed to pass, and the "culls" or "throw-outs" are stamped simply Tournament and do not bear the Spalding Trade-Mark. These balls will answer for practice or for children's use, but should not be used for match play. Per dozen, \$3.00. Each, 25c.

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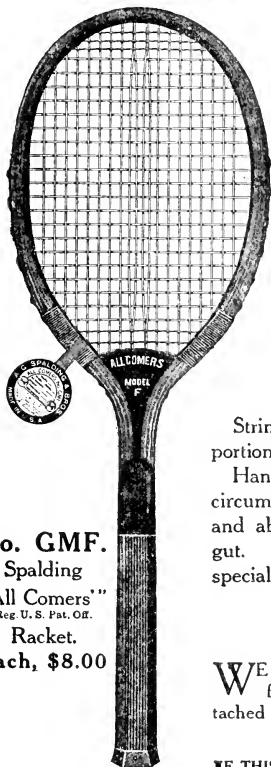
GUARANTEES
QUALITY

SPALDING

"All Comers" No. GMF Racket

Reg. U. S. Pat. Off. Feb. 20, 1912

Patented March 6, 1900;
January 3, 1905; June 12, 1906



No. GMF.

Spalding

"All Comers"

Reg. U. S. Pat. Off.

Racket.

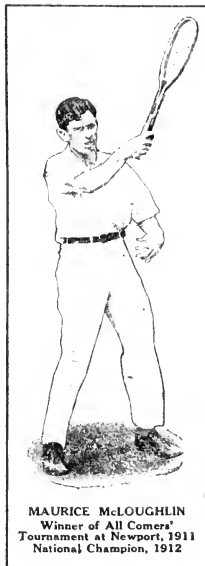
Each, \$8.00

THIS racket is built for hard continuous play, and every detail of its construction has been passed upon by six different players of National reputation who know what is needed in a really dependable racket for tournament use.

New model, with large frame. Walnut throat piece. The shoulders wrapped with gut for special reinforcement.

Stringing is double in the central portion in the popular expert style.

Handles 5, 5 $\frac{1}{4}$ and 5 $\frac{3}{8}$ inches in circumference. Stringing of clearest and absolutely best quality lambs' gut. Each racket enclosed in a special quality mackintosh cover.



MAURICE McLOUGHLIN
Winner of All Comers'
Tournament at Newport, 1911
National Champion, 1912

GUARANTEE

WE guarantee Lawn Tennis Rackets for a period of thirty days from date of purchase by the user. The Guarantee Tag attached to each Spalding Lawn Tennis Racket reads as follows:

WE urge that at the conclusion of play this Racket be rubbed dry, and when not in use be covered with a Waterproof Cover, placed in a Racket Press, and the gut occasionally gone over with Spalding Tennis Gut Preservative.

KEEP YOUR RACKET
IN A DRY PLACE.

otherwise the Guarantee is void.

IF THIS Racket proves defective in workmanship or material within 30 days from date of purchase, please return, transportation charges prepaid, to any Spalding Store, and the defect will be rectified. Imperfectly strung Rackets will be restrung, and in the event of a broken frame due to workmanship or defective material, the Racket will be replaced.



NOTICE.—This Guarantee does not apply to Rackets weighing less than 13 ounces.

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TRADE-MARK

GUARANTEES
QUALITY

Mike Murphy "Rub-In" Athletic Liniment

THIS PREPARATION is the same as has been used by Mike Murphy, the famous athletic trainer, in conditioning the Yale, University of Pennsylvania and other college teams which have been under his charge. He is famous for the perfect condition in which he brings his athletes into a contest, and the ingredients and proper preparation of his "Rub-In" Liniment has been a closely guarded secret. He has finally turned the formula over to A. G. Spalding & Bros. with perfect confidence that the proper materials will always be used in preparing the liniment and that no considerations will induce us to cheapen it in any way.



Large bottles. Each, 50c.

Small bottles. Each, 25c.

Spalding Elastic Bandages

Spalding Shoulder Bandage

Give circumference around arm and chest. Mention for which shoulder required.

No. 101. Cotton thread. Each, \$3.50

No. 101A. Silk thread. Each, \$5.00

Wrist Bandage

Give circumference around smallest part of wrist, and state if for light or strong pressure.

No. 106. Cotton thread. Each, 50c.
No. 106A. Silk thread. " 75c.

Spalding Ankle Bandage

Give circumference around ankle and over instep; state if light or strong pressure is desired.

No. 105. Cotton thread. Each, \$1.00
No. 105A. Silk thread. Each, \$2.00

Spalding Elastic Bandage

Composed of threads of rubber completely covered. The pressure can be applied wherever necessary. To fasten insert end under last fold.

No. 30. Width 3 in., 5 yds. long (stretched). Each, 60c.
No. 25. Width 2½ in., 5 yds. long (stretched). " 50c.

Spalding Knee Cap Bandage

Give circumference below knee, at knee and just above knee, and state if light or strong pressure is desired.

No. 104. Cotton thread. Each, \$1.00
No. 104A. Silk thread. Each, \$2.00

Elbow Bandage

Give circumference above and below elbow and state if for light or strong pressure.

No. 102. Cotton thread. Each, \$1.00
No. 102A. Silk thread. Each, \$2.00

Spalding Elastic Belt

Our elastic football belt stretches with the length of the body and may be attached to jacket and pants, thus forming one continuous suit. By closely fitting the body, the opposing player has less chance of tackling. Allows perfect freedom in all positions.

No. 1. Width 6 inches. Each, \$1.50

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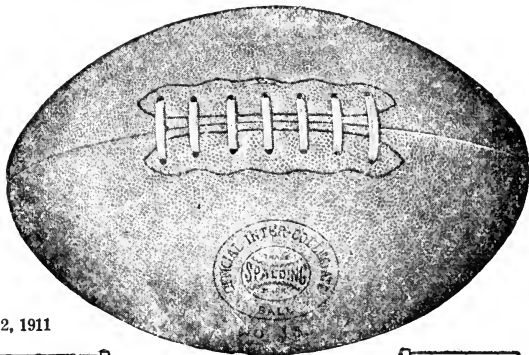
THE SPALDING



TRADE-MARK

GUARANTEES
QUALITY

The Spalding Official Intercollegiate Foot Ball



Pat. Sept 12, 1911

No. J5 . . . Complete, \$5.00

This is the ONLY OFFICIAL COLLEGE FOOT BALL, and is used in every important match played in this country.

GUARANTEED ABSOLUTELY
IF SEAL OF BOX IS
UNBROKEN

Each ball complete in sealed box, including leather case, guaranteed pure Para rubber bladder (not compounded), inflater, lacing needle and rawhide lace.



WE GUARANTEE every J5 Spalding Foot Ball to be perfect in material and workmanship and correct in shape and size when inspected at our factory. If any defect is discovered during the first game in which it is used, or during the first day's practice use, and if returned at once, we will replace same under this guarantee. We do not guarantee against ordinary wear nor against defect in shape or size that is not discovered immediately after the first day's use. ¶ Owing to the superb quality of every Spalding Foot Ball, our customers have grown to expect a season's use of one ball, and at times make unreasonable claims under our guarantee which we will not allow.

A. G. Spalding & Bros

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TRADE-MARK

GUARANTEES
QUALITY

The Spalding Official Basket Ball

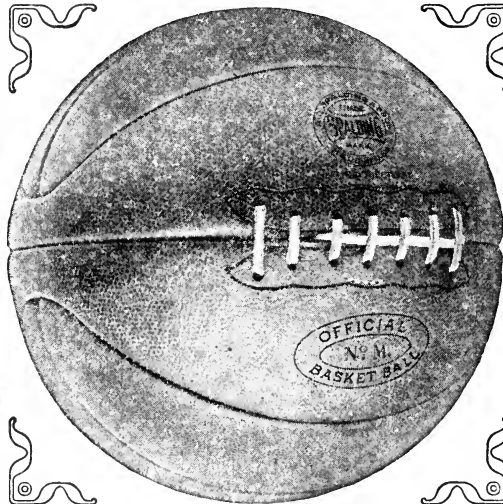
**THE ONLY
OFFICIAL
BASKET BALL**

WE GUARANTEE

this ball to be perfect in material and workmanship and correct in shape and size when inspected at our factory. If any defect is discovered during the first game in which it is used, or during the first day's practice use, and, if returned at once, we will replace same under this guarantee. We do not guarantee against ordinary wear nor against defect in shape or size that is not discovered immediately after the first day's use.

Owing to the superb quality of our No. M Basket Ball, our customers have grown to expect a season's use of one ball, and at times make unreasonable claims under our guarantee, which we will not allow.

A. G. SPALDING & BROS.



OFFICIALLY ADOPTED AND STANDARD. The cover is made in four sections, with capless ends, and of the finest and most carefully selected pebble grain English leather. We take the entire output of this superior grade of leather from the English tanners, and in the Official Basket Ball use the choicest parts of each hide. Extra heavy bladder made especially for this ball of extra quality pure Para rubber (not compounded). Each ball packed complete, in sealed box, with rawhide lace and lacing needle, and guaranteed perfect in every detail. To provide that all official contests may be held under absolutely fair and uniform conditions, it is stipulated that this ball must be used in all match games of either men's or women's teams.

No. M. Spalding "Official" Basket Ball. Each, \$6.00

Extract from Men's Official Rule Book

RULE II—BALL.

SEC. 3. The ball made by A. G. Spalding & Bros. shall be the official ball. Official balls will be stamped as herewith, and will be in sealed boxes.

SEC. 4. The official ball must be used in all match games.



Extract from

Official Collegiate Rule Book

The Spalding Official Basket Ball No. M is the official ball of the Intercollegiate Basket Ball Association, and must be used in all match games.



Extract from Women's Official Rule Book

RULE II—BALL.

SEC. 3. The ball made by A. G. Spalding & Bros. shall be the official ball. Official balls will be stamped as herewith, and will be in sealed boxes.

SEC. 4. The official ball must be used in all match games.



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TRADE-MARK

GUARANTEES
QUALITY

SPALDING OLYMPIC CHAMPIONSHIP SHOES

All of these shoes are hand made. Finest kangaroo leather uppers and best white oak leather soles. They are the same style shoes that we supplied to the American athletes who were so successful at the last Olympic Games, and they are worn in competition by all prominent athletes in this country.



No. 14V



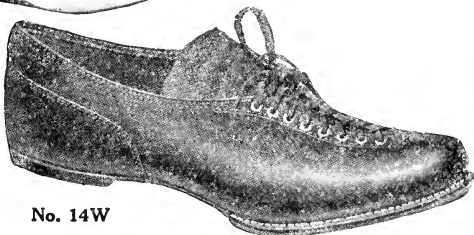
Spalding "Olympic Championship" Pole Vaulting Shoe

No. 14V. High cut; special last. Style supplied to record holders for pole vaulting. Hand made steel spikes in sole. One spike in heel. Made to order only. Not carried in stock.

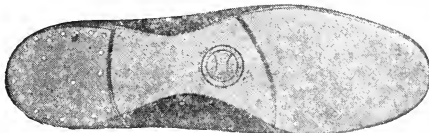
Per pair, \$6.00

Spalding "Olympic Championship" Walking Shoe

No. 14W. For competition and match races. This style shoe is used by all champion walkers. Per pair, \$5.00



No. 14W



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SPALDING OLYMPIC CHAMPIONSHIP SHOES

All of these shoes are hand made. Finest kangaroo leather uppers and best white oak leather soles. They are the same style shoes that we supplied to the American athletes who were so successful at the last Olympic Games, and they are worn in competition by all prominent athletes in this country.

Spalding "Olympic Championship" Sprint Running Shoe

No. 2-0. Extremely light and glove fitting. Hand made steel spikes firmly riveted on. This shoe is worn by all champions in sprint and short distance races.

Per pair, \$6.00



No. 2-0



Spalding "Olympic Championship" Distance Running Shoe

No. 14C. For distance races on athletic tracks. Low, broad heel, flexible shank. Hand made steel spikes in sole. No spikes in heel.

Per pair, \$6.00



No. 14C



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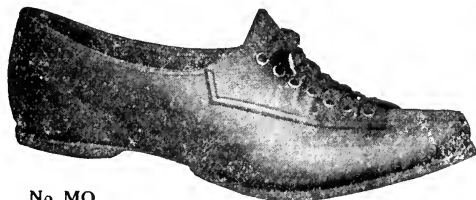
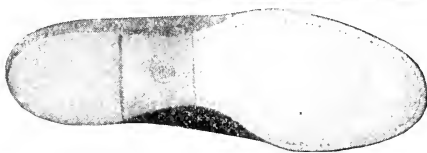
GUARANTEES
QUALITY

Spalding **MARATHON** "Μαραθών" Long Distance Running Shoes

No. **MH.** High cut,
but light in weight.
Well finished inside
so as not to hurt the
feet in a long race.
Special leather
soles, will not wear
smooth; light lea-
ther heels; special
quality black calf-
skin uppers. Hand
sewed. Pair, \$5.00



No. MH



No. MO



No. **MO.** Low cut.
Blucher style.
Otherwise the same
as No. MH.

Per pair, \$5.00

Keep the uppers of all
running shoes soft and
pliable by using Spald-
ing Waterproof Oil. It
will greatly add to the
wear of shoes.

Per can, 25c.

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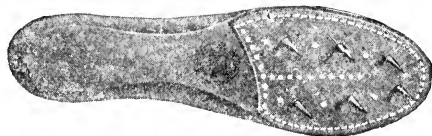
TRADE-MARK

GUARANTEES
QUALITY

Spalding Outdoor Running Shoes



No. 11T



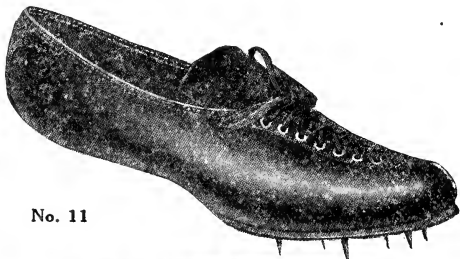
No. 11T. Calfskin,
machine made; solid
leather tap sole holds
spikes firmly in
place. Pair, **\$4.50**
★ **\$48.00 Doz.**

No. 11. Calfskin,
machine made.
Per pair, **\$3.50**
★ **\$36.00 Doz.**

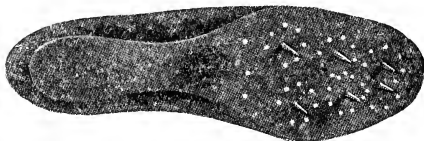
Juvenile Outdoor Running Shoes

No. 12. Leather,
good quality, com-
plete with spikes.
Sizes 12 to 5 only.

Per pair, **\$2.75**



No. 11



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ics opposite items marked
with ★ will be quoted only
on orders for one-half
dozen or more. Quantity
prices NOT allowed on
items NOT marked with ★*

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TRADE-MARK

GUARANTEES
QUALITY

Spalding Worsted Jerseys

Following sizes carried in stock regularly in all qualities: 28 to 44 inch chest. Other sizes at an advanced price. We allow two inches for stretch in all our Jerseys, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.



No. 1P

STOCK COLORS
PLAIN COLORS—We carry in stock in all Spalding Stores our line of worsted jerseys (NOT Nos. 12XB, 6, or 6X) in following colors: NAVY BLUE GRAY BLACK MAROON

SPECIAL ORDERS
We also furnish, without extra charge, on special orders for one-half dozen or more, not carried in stock and NOT supplied in Nos. 12XB, 6, or 6X, the following colors. On orders for less than one-half dozen 10 per cent. will be added to regular price
WHITE DARK GREEN
CARDINAL IRISH GREEN
ORANGE PURPLE
SCARLET YELLOW
ROYAL BLUE SEAI BROWN
COLUMBIA BLUE OLD GOLD

Other colors than as noted above to order only in any quality (EXCEPT Nos. 14P, 12XB, 6, and 6X), 50c. each extra.
N. B.—We designate three shades which are sometimes called RED. They are Scarlet, Cardinal, and Maroon. Where RED is specified on order, Cardinal will be supplied.



No. 1PF

SPALDING INTERCOLLEGIATE JERSEY

This jersey we consider in a class by itself. No other manufacturer makes a garment of anywhere near the same grade. We recommend it to those who really want the best.

No. 1P. Regular roll collar. Full regular made; that is, fashioned or knit to exact shape on the machine and then put together by hand, altogether different from cutting them out of a piece of material and sewing them up on a machine, as are the majority of garments known as Jerseys. Special quality worsted. Solid colors as specified above. Each, \$4.00 ★ \$42.00 Doz.

No. 1PF. Straight low collar. Quality of worsted and manufacture same as No. 1P. Solid colors as specified above. Each, \$4.00 ★ \$42.00 Doz.

No. 10P. Regular roll collar. Special quality worsted, fashioned. Solid colors as specified above. Each, \$3.00 ★ \$30.00 Doz.

No. 10PF. Straight low collar. Quality of worsted and manufacture same as No. 10P. Solid colors as specified above. Each, \$3.00 ★ \$30.00 Doz.

No. 12P. Regular roll collar. Good quality worsted. Solid colors as specified above. Each, \$2.50 ★ \$27.00 Doz.

No. 14P. Regular roll collar. Worsted. Solid colors: Navy Blue, Black, Gray, and Maroon only. Each, \$2.00 ★ \$21.00 Doz.

No. 12XB. Boys' Jersey. Regular roll collar. Worsted. Furnished in sizes 26 to 34 inches chest measurement only. Solid colors: Navy Blue, Black, Gray, and Maroon only. No special orders. Each, \$2.00 ★ \$21.00 Doz.

Jerseys with Necklace—Nos. 1P, 1PF, 10P, 10PF or 12P Jerseys with necklace stripe of any color specified above, at an extra charge of \$1.00 per garment.

Woven Letters, Numerals or Designs

We weave into our best grade Jerseys, No. 1P, Letters, Numerals and Designs in special colors as desired. Prices quoted on application. Designs submitted.

Prices Subject to Advance Without Notice.

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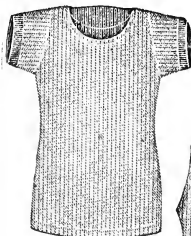
THE SPALDING



TRADE-MARK

GUARANTEES
QUALITY

Spalding Athletic Shirts and Tights



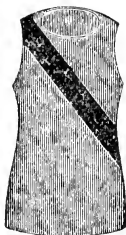
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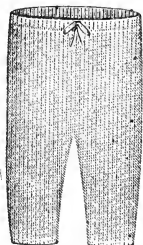
No. 600



No. 600S



No. 6WD



No. 604

STOCK COLORS AND SIZES. OUR WORSTED GOODS are furnished in Gray, White, Navy Blue, Maroon, and Black only. Stock sizes: Shirts, 26 to 44 inch chest. Tights, 28 to 42 inch waist. **SANITARY COTTON GOODS.** Colors: Bleached White, Navy, Black, Maroon, and Gray. Stock sizes: Shirts, 26 to 44 inch chest. Tights, 26 to 42 inch waist.

Spalding Sleeveless Shirts—Plain Colors

STOCK COLORS AND SIZES

No. 600. Good quality worsted. Each, \$1.25 ★ \$12.60 Doz.
No. 6E. Sanitary Cotton. 50 ★ 4.75 "

Spalding Striped Sleeveless Shirts

No. 600S. Good quality worsted, with 6-inch stripe around chest, in different combinations of colors: Navy with White stripe; Black with Orange stripe; Maroon with White stripe; Red with Black stripe; Royal Blue with White Stripe; Black with Red stripe; Gray with Cardinal stripe.

Each, \$1.50 ★ \$15.00 Doz.

No. 6ES. Sanitary Cotton, solid color body, with 6-inch stripe around chest, in same combinations of colors as No. 600S.

Each, 75c. ★ \$7.50 Doz.

Spalding Shirts with Sash

No. 600D. Good quality worsted, sleeveless, with woven sash of different color from body. Same colors as No. 600S. To order only; not carried in stock. Each, \$2.00 ★ \$21.00 Doz.

No. 6WD. Sanitary Cotton, sleeveless, with woven sash of different color from body. Same combinations of colors as No. 600S. To order only; not carried in stock.

Each, \$1.25 ★ \$12.00 Doz.

No. 6ED. Sanitary Cotton, sleeveless, solid color body with sash stitched on of different color. Same combinations of colors as No. 600S. Each, 75c. ★ \$7.50 Doz.

Spalding Quarter Sleeve Shirts

No. 601. Good quality worsted, stock colors and sizes.

Each, \$1.50 ★ \$15.00 Doz.

No. 6F. Sanitary Cotton, stock colors and sizes.

Each, 50c. ★ \$4.75 Doz.

Woven Necklace on Shirts

We furnish either Nos. 600, 601 or 600S Shirts, on special orders only, with necklaces woven of different color to body of shirt, in stock colors only, for an extra charge of \$1.00 per garment.

Spalding Full Sleeve Shirts

No. 3D. Cotton, Flesh, White, Black. Ea., \$1.00 ★ \$10.00 Doz.

Spalding Knee Tights

STOCK COLORS AND SIZES

No. 604. Good quality worsted. Pair, \$1.25 ★ \$12.60 Doz.
No. 4B. Sanitary Cotton. 50 ★ 4.75 "

Spalding Juvenile Shirts and Tights

ONLY SIZES SUPPLIED: Chest, 26 to 30 inches, inclusive; Waist, 24 to 26 inches, inclusive.

No. 65. Sleeveless Shirt, quality of No. 600. Each, \$1.00

No. 65S. Sleeveless Shirt, quality of No. 600S. 1.25

No. 66. Quarter Sleeve Shirt, quality of No. 601. 1.25

No. 64. Knee Tights, quality of No. 604. 1.15

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

PROMPT ATTENTION GIVEN TO
ANY COMMUNICATIONS
ADDRESSED TO US

A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

FOR COMPLETE LIST OF STORES
SEE INSIDE FRONT COVER
OF THIS BOOK

Prices in effect January 5, 1913. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

?

Do You Know

?

What was the greatest number of victories in a major league playing season?

What pitchers have had no-hit games to their credit in the major leagues since 1880?

What player holds the record for circling the bases?

What major league club holds the record for greatest number of shut-out games in a season?

What players have batted .300 since 1876?

What major league players participated in every game of their club's schedule in 1912?

Who batted nearly .500 in 1887?

What was the greatest number of runs made in a major league game since 1876?

What pitcher in the National League struck out 21 batsmen in a nine-innings game?

What pitcher holds the record for the first no-hit-no-run game?

Answers to above and records of all the leagues, teams and players, with pictures of players and teams, will be found in **SPALDING'S OFFICIAL BASE BALL RECORD FOR 1913**. Sent by mail anywhere on receipt of **10 Cents** by A. G. Spalding & Bros. (see list of store addresses on inside front cover).

Who won the 100 yards championship in 1876?

How many events America won in the first international meeting—England vs. America?

What amateur won four National Championships in one day?

Who holds the half-mile indoor board floor record?

Who won the first American all-around championship?

Who comprise the All-America athletic team for 1912?

What the record is for running 100 yards?

Who is the all-around champion?

What the records are for best college athletic performances?

Where the next Olympic games will be held?

SPALDING'S OFFICIAL ATHLETIC ALMANAC FOR 1913 contains the answers to the above and thousands of other performances, including the records for Canada, Great Britain and Ireland, Sweden, France, Germany, Holland, Belgium, Hungary, Australia and South Africa. Profusely illustrated with pictures of hundreds of leading athletes. Sent by mail anywhere upon receipt of **25 Cents** by A. G. Spalding & Bros. (see list of store addresses on inside front cover).

A New Spalding Base Ball Annual

Devoted exclusively to the College game. Has pictures, records and schedules, averages and reviews of season, names of captains in all leading colleges and records of previous years.

SPALDING'S OFFICIAL COLLEGE BASE BALL ANNUAL

Mailed anywhere upon receipt of **10c.** by A. G. Spalding & Bros.

(See list of addresses on inside front cover of this book.)

Special articles on college base ball and on early college games. All America teams. Reviews, records, scores of Yale - Harvard - Princeton, etc., games, with captains. Pictures of leading clubs.

EVERY BOY who aims to become a good ball player should read the **Spalding Athletic Library Base Ball Series** (Group I), a list of which is given in the front part of this book. Every department of the game is thoroughly covered by a competent authority, and they form the best books of instruction on the game ever published.

CAUTION TO THE BASE BALL BOYS OF 1913

Because of your youth and inexperience, advantage is frequently taken of you base ball boys, by the so-called "Just as Good" dealer, who tries to palm off on you some of his "Just as Good" Base Ball goods, made especially for him by the "Just as Good" manufacturer, when you call for the Spalding goods. You are cautioned not to be deceived by this "Just as Good" combination, for when you get onto the field you will find these "Just as Good" Balls, Bats, Mitts, etc., will not stand the wear and punishment of the genuine Spalding articles. Remember that Spalding Goods are standard the world over, and are used by all the leading clubs and players. These "Just as Good" manufacturers endeavor to copy the Spalding styles, adopt the Spalding descriptive matter and Spalding list prices, and then try to see how very cheap and showy they can make the article, so the "Just as Good" dealer can work off these imitations on the unsuspecting boy.

Don't be deceived by the attractive 25 to 40 per cent. discount that may be offered you, for remember that their printed prices are arranged for the special purpose of misleading you and to enable the "Just as Good" dealer to offer you this special discount bait. This "discount" pill that the "Just as Good" dealer asks you to swallow is sugar coated and covered up by various catchy devices, that are well calculated to deceive the inexperienced boy, who will better understand these tricks of the trade as he grows older. Remember that all Spalding Athletic Goods are sold at the established printed prices, and no dealer is permitted to sell them at a greater or less price. Special discounts on Spalding Goods are unknown. Everybody is treated alike. This policy persistently adhered to makes it possible to maintain from year to year the high quality of Spalding Athletic Goods, which depend for their sale on Spalding Quality, backed by the broad Spalding Guarantee, and not on any deceiving device like this overworked and fraudulent "Discount" scheme adopted by all of the "Just as Good" dealers.

Occasionally one of these "Just as Good" dealers will procure some of the Spalding well known red boxes, place them in a showy place on his shelves, and when Spalding Goods are called for, will take from these Spalding boxes one of the "Just as Good" things, and try to palm it off on the boy as a genuine Spalding article. When you go into a store and ask for a Spalding article, see to it that the Spalding Trade-Mark is on that article, and if the dealer tries to palm off on you something "Just as Good," politely bow yourself out and go to another store, where the genuine Spalding article can be procured.

In purchasing a genuine Spalding Athletic article, you are protected by the broad Spalding Guarantee, which reads as follows:

We Guarantee to each purchaser of an article bearing the Spalding Trade-Mark that such article will give satisfaction and a reasonable amount of service, when used for the purpose for which it was intended and under ordinary conditions and fair treatment.

We Agree to repair or replace, free of charge, any such article which proves defective in material or workmanship when subjected to fair treatment: PROVIDED, such defective article is returned to us, transportation prepaid, within thirty days after purchase (except where otherwise stipulated on special guarantee tag attached to certain articles), and accompanied by a letter from the user, giving his name and address, and explaining the claim.

A. G. SPALDING & BROS.

Beware of the "Just as Good" manufacturer, who makes "pretty" Athletic Goods (as if they were for use as an ornament) at the expense of "quality," in order to deceive the dealer; and beware of the substitute-dealer who completes the fraud by offering the "Just as Good" article when Spalding Goods are asked for.



ACCEPT NO
SUBSTITUTE

THE SPALDING



TRADE-MARK

GUARANTEES
QUALITY

Spalding's New Athletic Goods Catalogue

The following selection of items from Spalding's latest Catalogue will give an idea of the great variety of ATHLETIC GOODS manufactured by
A. G. SPALDING & BROS. SEND FOR A FREE COPY.

SEE LIST OF SPALDING STORES ON INSIDE FRONT COVER OF THIS BOOK.

Archery
Ash Bars
Athletic Library
Attachments, Chest Weight

Bags—
Bat
Bathing Suit
Caddy
Cricket
Striking
Tennis
Uniform

Balls—
Base
Basket
Cricket
Field Hockey
Golf
Hand
Indoor
Medicine
Playground
Squash
Tennis

Volley
Water Polo
Ball Cleaner, Golf
Bandages, Elastic
Bar Balls
Bars, Horizontal
Base

Base Ball
Indoor
Bathing Suits
Bats—
Base Ball
Cricket
Indoor
Batting Cage, Base Ball
Belts—
Leather and Worsted

Bladders—
Basket Ball
Striking Bag
Blades, Fencing

Caddy Bedges
Caps—
Base Ball
University
Water Polo
Center Forks, Iron
Center Straps, Canvas
Chest Weights
Circle, Seven-Foot
Clock Golf
Coats, Base Ball
Collars, Swimming
Corks, Running
Covers, Racket
Cricket Goods
Cricket Goods
Cricket Goods
Cricket Goods

Disks—
Marking, Golf
Rubber, Golf Shoe
Discus, Olympic
Dicks, Striking Bag
Dumb Bells

Emblems
Embroidery
(Equestrian Polo

Felt Letters
Fencing Sticks
Field Hockey
Finger Protection

Flags—
College
Foul, Base Ball
Marking, Golf
Fois, Fencing

Glasses, Base Ball Sun

Gloves—
Base Ball
Boxing
Cricket
Fencing
Golf
Hand Ball
Hand Ball
Glove Softener
Goal Cage, Polo
Goals—
Basket Ball
Golf Clubs
Golf Counters
Collette
Cups—
Athletic
Golf
Golf Preservative, Tennis
Guy Ropes and Pegs
Gymnasium Suits, Ladies

Hammers, Athletic
Handle Cover, Rubber
Hangers for Indian Clubs
Hats, University
Health Pull
Hob Nails
Hole Cutter, Golf
Hole Rim, Golf
Hurdles, Safety
Hurley Goods

Indian Clubs
Inlaid—
Sinking Bag

Jackets, Fencing
Javelins
Jerseys

Knee Protectors

Lacrosse
Lanes for Sprints
Lawn Bowls
Leg Guards—
Base Ball
Cricket
Field Hockey
Letters—
Embroidered
Felt

Mallets—
Cricket
Croquet
Equestrian Polo
Roque
Markers, Tennis

Masks—
Base Ball
Fencing
Mattresses
Megaphones
Mitts—
Base Ball
Handball
Striking Bag
Monograms
Mufflers, Knitted

Nets—
Cricket
Golf Driving
Tennis
Volley Ball
Numbers, Competitors

Pads—
Chamois, Fencing
Sliding, Base Ball
Wrestling
Paint, Golf
Pants—
Base Ball
Basket Ball
Bathing, Knee
Boys' Knee
Running

Pennants, College
Pistol, Starter's
Plastrons, Fencing
Plates—
Base Ball Shoe
Home
Marking, Tennis
Pitchers' Box
Pitchers' Box
Tennis, Golf

Platforms, Striking Bag
Poles, Vaulting
Polo, Equestrian
Polo, Roller, Goods

Posts—
Backstop, Tennis
Lawn Tennis
Protectors—
Abdomen
Base Ball Body
Eye Glass
Indoor Base Ball
Thumb
Protection, Running Shoes
Pulleys and Axle, Tennis
Push Ball
Pushers, Chamois
Puttees, Golf
Quoits

Racket Covers
Racket Presses
Rackets, Lawn Tennis
Rackets Restrung
Racks, Golf Ball
Rapiera
Reels for Tennis Posts
Reference's Whistle
Rings—
Exercising
Swinging
Rowing Machines

Sacks, for Sack Racing
Sandow Dumb Bells
Score Books—

Base Ball
Basket Ball
Cricket
Golf
Tennis
Score Tablets, Base Ball
Shirts—
Athletic
Base Ball
Shoes—

Base Ball
Basket Ball
Bowling
Clog
Cricket
Cross Country
Fencing
Foot Ball, Association
Foot Ball, College
Foot Ball, Rugby
Foot Ball, Soccer
Golf
Gymnasium
Jumping
Running
Skating
Squash
Tennis
Walking

Shot—
Athletic
Indoor
Skate Rollers
Skates, Roller
Sleeve, Pitchers
Shippers, Bathing
Squash Goods
Standards—
Vaulting
Volley Ball
Straps—
Base Ball
For Three-Legged Race
Spikes, Cricket
Steel Cable, Tennis Net
Sticks, Polo
Socks
Scop Boards
Sinking Bags
Stumps and Bails
Suits—
Gymnasium, Ladies
Swimming
Supporters—
Ankle
Wrist
Suspensories
Sweat Band
Sweaters
Swivels, Striking Bag
Swords, Duelling
Swords, Fencing

Take-Off Board
Tape—
Adhesive
Cricket, Measuring
Marking, Tennis
Measuring Steel
Tees, Golf
Tether Tennis
Tights—
Athletic
Full
Full, Wrestling
Knee
Toe Boards
Tropics
Trowsers, Y.M.C.A.
Trunks—
Bathing
Velvet
Worsted

Umpire Indicator
Uniforms, Base Ball

Wands, Cesthenek
Watches, Stop
Water Wings
Weights, 56-lb.
Whistles, Reference
Wrestling Equipment
Wrist Machines

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STORES IN ALL LARGE CITIES

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Prices in effect January 5, 1913. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

JUN 14 1913

Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 14 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

First.—The user is assured of genuine Official Standard Athletic Goods and the same prices to everybody.

Second.—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is the "Spalding Policy," which has already been in successful operation for the past 14 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding.*

PRESIDENT.

Standard Quality

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-seven years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

A. G. Spalding & Bros

SPALDING

ATHLETIC LEAGUE

LIBRARY OF CONGRESS



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A separate book covers every Athletic Sport
and is Official and Standard
Price 10 cents each

GRAND PRIZE



GRAND PRIX



ST. LOUIS, 1904

PARIS, 1900

SPALDING ATHLETIC GOODS ARE THE STANDARD OF THE WORLD

A. G. SPALDING & BROS.

MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES:

NEW YORK	CHICAGO	ST. LOUIS
BOSTON	MILWAUKEE	KANSAS CITY
PHILADELPHIA	DETROIT	SAN FRANCISCO
NEWARK	CINCINNATI	LOS ANGELES
BUFFALO	CLEVELAND	SEATTLE
SYRACUSE	COLUMBUS	MINNEAPOLIS
ROCHESTER	INDIANAPOLIS	ST. PAUL
BALTIMORE	PITTSBURGH	DENVER
WASHINGTON	ATLANTA	DALLAS
LONDON, ENGLAND	LOUISVILLE	
BIRMINGHAM, ENGLAND	NEW ORLEANS	
MANCHESTER, ENGLAND	MONTREAL, CANADA	
EDINBURGH, SCOTLAND	TORONTO, CANADA	
GLASGOW, SCOTLAND	PARIS, FRANCE	
SYDNEY, AUSTRALIA		

Factories owned and operated by A. G. Spalding & Bros. and where all of Spalding's Trade-Marked Athletic Goods are made are located in the following cities:

NEW YORK	CHICAGO	SAN FRANCISCO	CHICÓPEE, MASS.
BROOKLYN	BOSTON	PHILADELPHIA	LONDON, ENG.